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THE WORLD'S FIRST AND BEST NO.1 GAMES MAG!
#194 JANUARY 1998
01
emap. images
WIN! ✷ AWESOME GAMING GEAR WORTH £600! ✷ WIN!



TOMB RAIDER II™

STARRING
LARA CROFT

"The sheer amount of thought that has clearly gone into each section makes a mockery of just about any other computer game you care to mention. There's not one lazy moment."

PC Zone 94%

PC ZONE CLASSIC

"Tomb Raider 2 takes the original by the scruff of the neck. Who'd have thought it could get better?"

Official PlayStation Magazine 10/10

PlayStation Magazine STARPLAYER



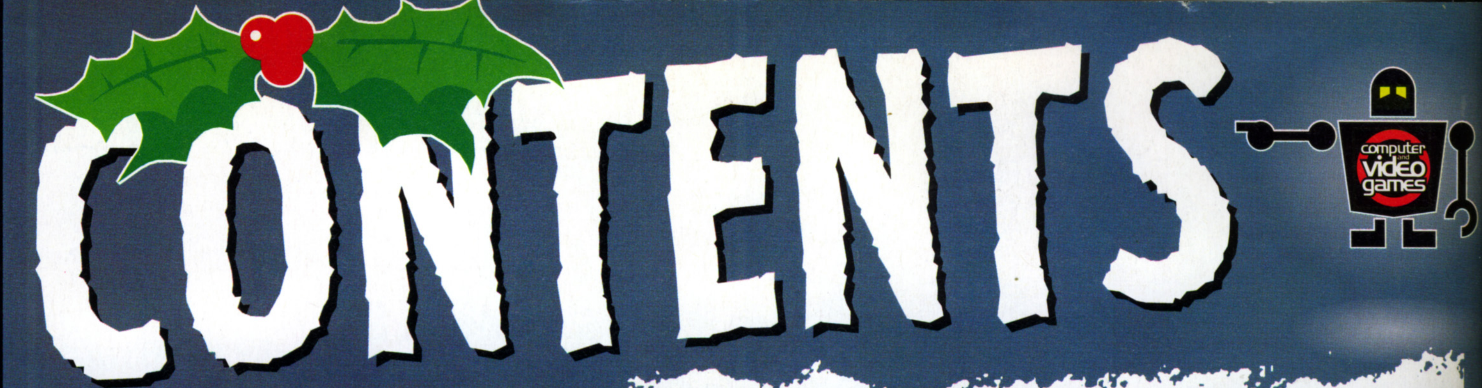




PUBLISHER OF THE YEAR 1997





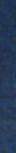


COMPUTER AND VIDEO GAMES #194 JAN 1998



VELCOME TO OUR HOME. ENTER OV YOUR OWN VILL.

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FREEPLAY

FREE 16PAGE PULL-OUT!!



PLUS ALL THE WORLDWIDE CHARTS AND NO HIGH SCORES!

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FAST REFERENCE TO EVERY GAME IN CVG.

Christmas EDITORIAL




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THRILL OUT

Twelve months of insane battles between soft-cos and hardware manufacturers. Survivors emerging with varying degrees of cred and cash.

Judging the scene purely on marketing success, and general acceptance, Sony are the champs. Still, honours go to Sega for maintaining a quality line-up, and knowing exactly who their fans are. Nintendo: at last you're showing us something more than castles in the sky – we're getting some grown-up action too!

CVG has survived the storm by maintaining the objectivity you demand, while injecting enthusiasm we can't help (try and stop us!) when the occasion arose. We continue to present the information you need, with extras thrown in for added value. The price you pay for trusting anything less than our expert opinion is disappointment, a lesson that's hard to forget.

Remember, this party started with CVG sixteen years ago. It's going to continue in style through 1998.

PAUL

























NINTENDO'S BLUE-EYED BOY



In Japan, Game Boys are the ultimate in cool. New styles are released regularly, and sell out instantly!

Guess what the hottest video-game system in the world is right now. Obviously you're about to discover you're wrong (anyone who voted N64, or PlayStation), since we have a huge photo of Game Boy printed next to this box. Yes the accolade of coolest console goes to Nintendo's pocket-size portable.

Game Boy. Eight years old. A monochrome green. Should be crap, but it supports the world's biggest-selling game, and is still selling more in a year than Sega's total installed base of Saturns (according to last year's sales figures). More surprising than that, Game Boy's most popular Mario title – *Mario & Yoshi* – sold almost as many copies as *Mario 64* (100,000 and 125,000 respectively). Puny figures, we should add, compared to *Pocket Monster* on Game Boy, which is selling in excess of 40,000 a week, bringing the current total to 4.5 million!

The gaming world is still sold on Game Boy. This makes us feel very happy, since it confirms our belief that the most influential players out there still love videogames.

Over three million UK players own a Game Boy. Together you account for over £1m spent on GB games each year. In 1998, THE Games plan to release at least two major games for the world's smallest console – *Goldeneye* and *Warioland 2*. But you need to demand something even greater from Nintendo. You need to demand that they release *Pocket Monster* here in the UK. Because if they do, you'll be responsible for starting a craze so HUGE it will eclipse anything that has gone before it. Guaranteed fights between parents outside Toys R Us!

CVG RATING SYSTEM



Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



4...VERY GOOD

Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

3...GOOD

Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

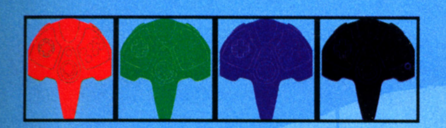
2...PRETTY BAD

Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1...VERY POOR

Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

WHAT YOUR JOYPAD SAYS ABOUT YOU!



Every month CVG gets sent the latest control-pads. Many fail to grab our attention. However Interact have taken a novel approach with their pads, commissioning a scientist to reveal what a coloured joypad says about its owner. We thought the results might interest you.

"The sensation of colour is a primitive one," states Professor Jack Sanger. "Reaction to it, recognition of it, requires little effort of intellect or imagination. Colour conveys moods that affix themselves quite automatically to human feeling."

So to round up this flatulence, here's what Prof Sanger reckons each coloured pad says about its owner.



RED: SEXY

Red pad users are impulsive, sexy and have a strong will to win. "However it can also have a darker side. Red personalities feel invincible and others tend to think they are. They're quick-minded, who may not be well-educated but are quick with answers because they have lived the circumstances." They prefer shoot 'em ups, beat 'em ups, fast platform games and sports sims.

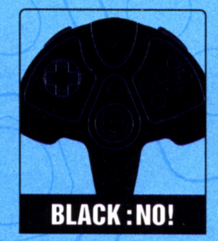
GREEN:HARMONY

Green joypad users are resistant to change. "The colour represents harmony, nature and radiates a feeling of fullness. Green personalities want to help everyone". They enjoy strategy and god games. They also have a tendency towards co-operative games, and saving the world, dolphins etc.



BLUE : LOYAL

Blue pad users are calm and loyal, but tend to be sensitive. "Crying when they are happy or sad, blue choosers leave themselves open to others". They like multi-player games, especially ones with clearly defined rules.



BLACK : NO!

Those who prefer black pads are loners who reject establishment values. "Black has an association with saying no. Finding others' mistakes brings out their tenacious spirits". Black users also like god games, where the orthodoxies are overthrown via fantasy.



TRANSPARENT :TECHNOLOGY

Finally the transparent pad. Users of these are scientifically minded. They are obsessed by technology. The post-modern element also appeals to would-be designers, architects and such like.

Of course, all this effort was just to get a plug for their pads. So the PS SuperPad is available now for the PlayStation priced at £9.99, the N64 SuperPad is priced at £22.99, they come in a range of five colours. But where's yellow, eh?

PAUL DAVIES



EDITOR

CURRENT FAV GAMES:
- PIKACHU
- F-ZERO X
- POCKET MONSTER GB
- ZELDA 64
- POKEMON STADIUM

Best Christmas Paul ever had was when he was 11. Racing bikes were the coolest thing that year (early AD), with drop-handle bars as the main attraction. Would have been enough for Paul's dad to stick said accessory onto Paul's old green bike, but no. Christmas Day was incredible because Ma and Pa Davies had bought a brand new, fiery orange racer for the lad. That'll explain the hunchback then.

TOM GUISE



DEP EDITOR

CURRENT FAV GAMES:
- LOST WORLD ARCADE
- PARAPPA THE RAPPER
- QUAKEWORLD
- MEGATRON
- WAVE UFO

The last time Tom played a video game properly was in 1980, when he was given *Astro Wars* – an LED game, similar to *Galaxian* – for Christmas. He says it was cool because it was just like playing the arcade. We think he's saying *Astro Wars* was cool just to impress some of our older readers who will admit to enjoying *Astro Wars*. We hear this story everytime he wants to impress the team. Zzzz...

ED LOMAS



SENIOR WRITER

CURRENT FAV GAMES:
- ULTIMA ONLINE
- QUAKE
- GRAN TURISMO
- MONKEY ISLAND 3
- CHRISTMAS NIGHTS

Bobby Bobs. Ed's best ever Christmas present. Say hello to Bobby Bobs everybody. Hellooo Bobby Bobs – owzaboutzatzen widdy widdy Bobby Bobsy aerh naah then. Bobby Bobs, a bright blue teddy bear given to Ed when he was just four months old. He's still got the thing, that has stuffing pouring out from where its eye used to be. Ed has stuffing where his brain used to be.

STEVE KEY



SENIOR STAFF WRITER

CURRENT FAV GAMES:
- DIDDY KONG RACING
- ACTUA SOCCER 2
- GRAN TURISMO
- QUAKE
- ULTIMA ONLINE

Just call him Knight Rider. Steve's best ever present was membership to the official Knight Rider club. Must've cost about 50p, but you don't realise how skinny your parents are being when you're eight years old. Being an official Knight Rider entitled Steve to nothing he can remember, but we expect that he pretended he was king of the road watching the world go by from the back seat of Dad's car.

ALEX HUHTALA



STAFF WRITER

CURRENT FAV GAMES:
- GRAND THEFT AUTO
- MONKEY ISLAND 3
- QUAKE
- GRAN TURISMO
- OPTIMUS PRIMAL

Alex's favourite ever Christmas present was the Millennium Falcon he got as a kid. As the gripping tale goes, it was what he wanted more than anything in the world, but after opening all his presents it wasn't there. However his folks had hidden it until last, so he did get it after all. In fact, we often find him sitting inside it, beside the hologram chessboard, eating half a pea, one crumb and a drop of lemonade.

JAIME SMITH



ART EDITOR

CURRENT FAV GAMES:
- SF ZERO 2
- TETRIS JNR
- SF COLLECTION
- QUAKE
- DIDDY KONG RACING

Jaime describes his favourite ever Christmas present as sad, Sad as in pathetic. It was *Pac-Man* on the Atari VCS. And the reason it was great was because it was his only VCS game. Except *Combat*, which you got free. And so this simple gesture of festive generosity pushed Jaime into the heady world of videogaming. He also modelled himself on his gaming hero, as you can see from this photo.

TONY CORMACK



DESIGNER

CURRENT FAV GAMES:
- QUAKE
- WIPEOUT 2097
- GRAN TURISMO
- AGE OF EMPIRES
- DIDDY KONG RACING

For Tony there can only be only one top Christmas present – his boxed collection of Aha. Actually that's a lie, but we're just trying to ruin his image. You see, Tony's a man with cool clothes, the latest DC shoes, he can skate and he likes The Designers Republic. There's just got to be something embarrassing in his past, like a perm or marble-wash jeans. Something. Anything!

NEWS

[NINTENDO'S MONSTER INVASION FOR 1998!]

Nintendo are preparing their hottest games line-up ever! The earth-shattering software was revealed in force at the Tokyo Spaceworld '97 show just as this issue was going to press. And the hottest title of the lot was an N64 virtual pet game based on the Game Boy *Pocket Monster* series. What made *Pikachu Genki De Chu* (its temporary working name) stand out beyond the likes of even *Zelda 64* or *F-Zero*, was the sheer innovation of it. Players wear a microphone to interact with an on-screen creature.



GROUND-BREAKING VIRTUAL PET GAME FOR N64

Plugging it into the Nintendo 64 via a controller port, you activate the mike via a button on a joypad. Demonstrations were held at the show, with kids taking turns to shout at the screen. Even different types of voice didn't seem to affect its understanding. Responses witnessed, are as follows:

Say 'Pikachu' (its name) and the creature giggles back. Say 'Konichiwa' (hello) and it bows politely, and smiles. Say 'Ka-waii' (you're cute) and it blushes, acts shy and scratches its nose. Call it stupid and it sulks, running away. To get Pikachu to come back, you then have apologise saying 'Gomenasai' profusely.

The early show version only had one play area for Pikachu, a forest glade. What other areas will feature, and what you'll fully be able to do, are still a mystery. However, in the stage shown, you could throw a ball at the creature (using a joypad), teach him right and wrong (eat mushrooms, don't eat flowers), and tell him to go to bed. You could also shout 'Fight!" to get him excited.

We'll be bringing you a full report on *Pikachu* next month, when Paul returns with first-hand details. His impressions of the game though, as he reported the information fresh for seeing it, are that this game is one of the most amazing things he's ever seen. There's only one blow, it isn't out in Japan until Autumn '98!



Pikachu is the cutest *Pocket Monster.*



The mike icon means it's on!

ON-SCREEN CREATURE REACTS TO YOUR VOICE!

[YET MORE BEASTS!]

The biggest game of last year wasn't *Final Fantasy VII*. Incredible as it may seem over here, it was a Game Boy title called *Pocket Monster*, which singularly revived the machine's popularity in Japan. Now the Pocket Monster series is headed for Nintendo 64. Tipped to be the biggest-selling games of 1998.

Two Pocket Monster games are lined up. *Pokemon Snap* is set for an autumn '98 release. In Paul's own words, you "travel around a safari park, taking snaps of monsters doing their thing. If they won't do their thing, throw rocks at them. Then they move. It's better than I'm making it seem. In fact it's gonna be brilliant! Show your pictures to the professor afterwards... Stop laughing."

The second title, *Pokemon Stadium*, is set for release on Nintendo's new 64DD disk drive in June. Plug your Game Boy *Pocket Monster* cart into a special controller pak and download your monster collection onto 64DD. They are converted into awesome 3D polygon versions, and up to four players can battle against each other on-screen. It looks fantastic!

Of course, the problem is, we haven't seen Game Boy *Pocket Monsters* in the UK. With the machine having sold three million here, it's clear-ly popular. So CVG have decided to start a *Pocket Monster* '98 campaign. Call Nintendo distributor, THE Games (01703 653377) and demand a UK release. We wanted *Pocket Monsters* in Britain!

NINTENDO 64 DISK





The Game Boy to N64 convertor pak.

N64 GETS THE WORLD'S TOP-SELLING GAME!

[NINTENDO RED-HOT RELEASES!]

Here's a quick rundown of the other major Nintendo titles seen at Spaceworld. In-depth report next month!

MARIO ARTIST

The sequel to Super Nintendo *Mario Paint*, is coming to N64 in July. There are three types. *Talent Master* lets you texture your face onto a model. You can then make it dance. *Picture Maker* is like old *Mario Paint*, with an extra cool 3D animation section. In *Polygon Maker* you can make stunning polygon models, fully texture-mapped. All three are fully interchangeable, so the possibilities, such as making a 3D cartoon starring yourself, are endless.



Use your face as a texture. Here they picked an ugly bloke.



Now make your 'creature' dance. What a sick vision.

GAMEBOY CAMERA AND PRINTER!





Once scanned in, you can play games with you as the, um, juggler/ DJ.



The Pocket Camera swivels 180° to face other people!

True innovation here. A camera that plugs into your Game Boy and allows you to download an image of yourself. You can then toy around. Just like the Print Club sticker machines seen in bigger arcades, you can then print labels using an upcoming Game Boy printer. You can also send images from one Game Boy to another. Sounds wicked to us!

IT DOESN'T STOP...

Mario RPG 2 is set for a Winter '98 release. It features *PaRappa*-style thin characters. *Mother 3* is an RPG that looks better than *FFVII*. You can scan in your face and your friends too, and go off on the adventure together. We won't see until next December. Shigeru Miyamoto has told CVG that *Zelda 64* won't be released until April. He also revealed for the first time that N64 flash carts will be released. Already available for Super Famicom in Japan, you can download new game data at convenience stores. N64DD is set for a June release. *Yoshi's Story* is set for December 21st. *F-Zero* is out in June. Miyamoto responded to US rumours that the game's simplistic graphics would be improved, saying they were finished. He's concentrating on making the gameplay as fast and exciting as possible, and according to Paul, he's succeeded. An N64 game called *BioTetris* was also shown. A wire that measures your heartbeat. As your pulse increases, the blocks fall faster. Afterwards, a graph shows your heartbeat pattern, hopefully not finishing with a flatline.



We've already know it's ace!



Set for an April Japan release.



Super-thin stylish graphics.



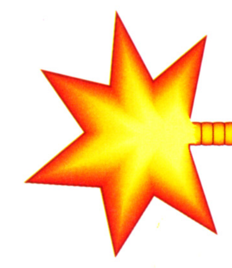
Shigeru Miyamoto has concentrated solely on the gameplay!



The depth of the environments is what makes *Zelda* staggering.



Old-style gameplay, incredible new-style looks. We can't wait!



NEWS



THE KING OF VIRTUAL PETS

A new breed of Tamagotchi has been revealed to us by Bandai. A virtual pet based on none other than Elvis Presley!

The Elvisgotchi has all the functions of the original Tamagotchi with a few twists. Food is now represented as a big hamburger. Eat enough and your Elvis grows from his raw '50's lean look, into an overweight lounge singer who can't stop sweating. The peek-a-boo game is replaced by a guitar. Please your singer by performing some meaty rhythm and blues, with a tinge of gospel. The duck that used to clean up your pet's mess, has now been replaced by a more acceptable toilet. Discipline is now represented by some army stripes. If your Elvis doesn't perform to a Vegas standard, give 'em some army training. Neglect Elvis and he demands attention indicated by an adoring female fan. Or perhaps your pet wants young female flesh! Finally, the needle to inflict medication, should Elvis get ill, takes on a bizarre new twist. Rumours that combined button presses of medication, food and toilet causes Elvisgotchi to overdose, explode and die are unconfirmed.

This incredible new addition to the growing Tamagotchi range is still only a concept. However, if there's enough interest in Elvisgotchi, you never know, it may appear at a local toy shop soon. To voice your approval, call Bandai on 01489 790944, and demand Elvisgotchi be granted life!



A-hunk-a-hunk-a-burnin'-love. In an egg.

FINAL FANTASY VII BREAKS ALL UK RECORDS

Final Fantasy VII hit the UK on Friday November 14th. And in a repeat performance of its Japan and the US releases, it beat all previous sales records on PlayStation, Saturn, PC and N64, selling 48,000 copies in only two days! This figure took even Sony by surprise. According to their estimates, the game has made £2.2 million in retail revenues, which almost beats the figure from the first two days sales of the Spice Girls new album. Meanwhile, the game has passed the three quarter of a million sales mark in the United States, where its opening sales made more money than the number one film – GI Jane – at the American box-office during the same weekend.

BE FIRST TO PLAY *SAMURAI SHODOWN 64*!

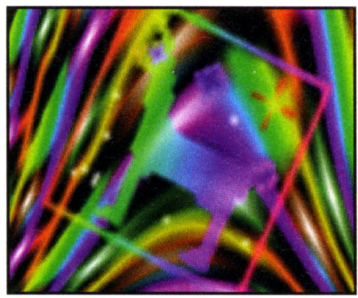
If you know what's good for you, you'll head down to the Namco Wonderpark in Windmill Street, London on the 22nd December 1997. Firstly you'll get to see the best *King Of Fighters '97* players in the country battle it out in SNK's massive tournament, and secondly you'll be among the first to play *Samurai Shodown 64*! The combination of two of the hottest fighting games mean there will be masses of SNK fans packed into the Wonderpark at once. And if you've ever seen a hardcore *KOF* player (six fingers per hand, three-times the normal human metabolism, eyes that never blink), you'll know what a worrying prospect that is. Sounds great to us!



***Samurai Shodown* on Neo Geo 64. Play it on the 22nd!**

NEW SUPER CONSOLE FROM EX-JAGUAR TEAM





Yep, Jeff Minter is back!

Just when we thought Sony, Sega and Nintendo had the next-generation console scene sewn up, here comes a new player with top talent on board and technology that promises to outclass even the N64.

The project is shrouded in secrecy, but rumours are flying about the previously unknown US developer, VM Labs, and its new machine, originally known as Merlin, but now dubbed 'Project X'. What has been confirmed is that several big names are working on the machine, most of whom were associated with Atari in its Jaguar days. Two of the designers of the Jaguar hardware, Jon Mathison and Richard Miller are leading the Project X hardware development team, and veteran British coder and long-time Atari fan, Jeff Minter (programmer of Jag *Tempest* and *Defender 2000*) is currently working on software for the machine. Jeff has released some screenshots of Project X demos he has produced, which – not unexpectedly – show swirling psychedelic colours, pictures of sheep and bitmaps of camels. If the Jaguar links don't impress you (hardly surprising, but let's not forget it was duff marketing and a lack of games that killed that machine, not crappy hardware), check this. Bill Rehbock, the head of R&D at Sony USA, has left his top job to become Vice President of Software Development at VM Labs, after being shown hardware that 'knocked his socks off'. Interesting, eh?

Though Project X will be ready 'really soon', it won't be released by VM Labs themselves. Apparently a large, and as yet unidentified, electronics corporation is backing the machine. As for software, VM Labs say there are development systems already in circulation at certain top developers.

PC GAMES FOR UNDER A FIVER

A new PC Games publisher has made it possible to get hold of quality PC games for less than a fiver.

Classic PC games have been available to the UK since early October for less than five quid! The company responsible is called Sold Out Software, and is rapidly living up to its namesake.

Games such as Virgin's classic *Dune*, a forerunner of the successful *Command & Conquer* strategy game, have already sold extremely well. Other Virgin titles include *Creature Shock*, *The 7th Guest*, and *Lure Of The Temptress* – all of which received a lot of praise when they first released as little as three years ago. More superb Virgin games to come include both *Cannon Fodder* games (incredible!), and *Flight Unlimited*.

For five quid!

At this price CVG can only recommend that UK players head off to their local games store sharpish, and see what else is available (Sold Out Software are signing up top titles faster than we can keep up!).



TOMB RAIDER 2 CHALLENGE UPDATE!

The qualifying heats for the *Tomb Raider 2* challenge were held on Saturday 22nd November.

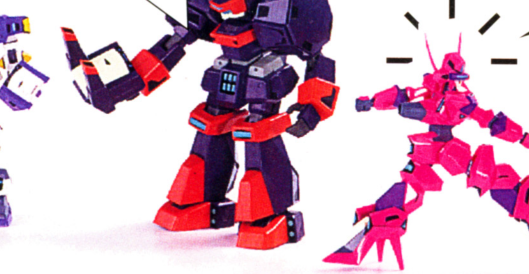
Again there are reports of huge audiences and mass hysteria. And a few teething problems too. Eidos have apologised for not being able to get copies of the game into all participating stores, and have promised us the final will go swimmingly. We have to mention a big thanks to all the HMV staff, who in the line of fire had the bright idea to still hold the challenge using a demo disk of the game, so the show went on. We guess this time the challenge game was just so hot, Eidos couldn't get it to the stores in time. As a result of these snags, qualifying times were very mixed. Excellent times of just over 1 minute 45 seconds were common, but so were times closer to three minutes, for those stores where they weren't playing the assault course level.

The fourteen qualifiers will meet in the final that takes place on Saturday 24th January at the London Trocadero HMV branch. Giving those competitors who now own the game, the chance to hone their skills, and really go for the record on the assault course. See you there!

GIZMO PALACE

ALL-NEW! LOOK NO FURTHER FOR A JUBILANT JAMBOREE OF JAM-HOT JUNK!





VIRTUAL-ON REAL MODELS

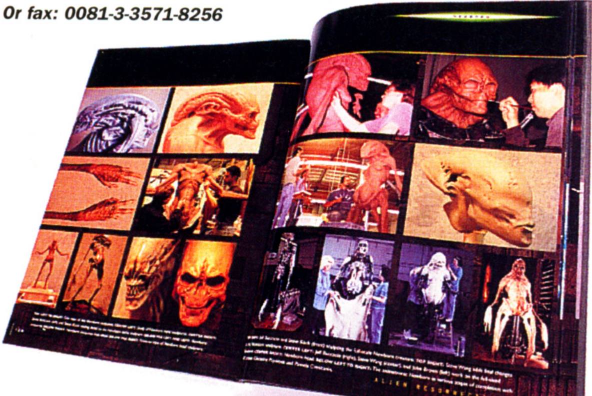
Shatter your illusions of the powerful Virtual On Cyber Troopers, by finding out they're made of cheap crappy plastic and can't move properly. Very authentic.

Temjin and Viper II: ¥1980 (£9). Raiden: ¥2480 (£12)
Hakuhinkan Toy Park: 0081-3-3571-8008.
Or fax: 0081-3-3571-8256

COLOUR-TRANSFORMATION ULTRAMAN & FOES

Place Japan's version of the Jolly Green Giant somewhere warm and watch him go a deep shade of red. Place his foes in front of children and watch them vomit in fear.

Ultraman: ¥1000 (£5) Ultra Monster series: ¥600 each (£3) Bandai.
Call the Hakuhinkan Toy Park: (as before)





SONY DISCMAN D-465

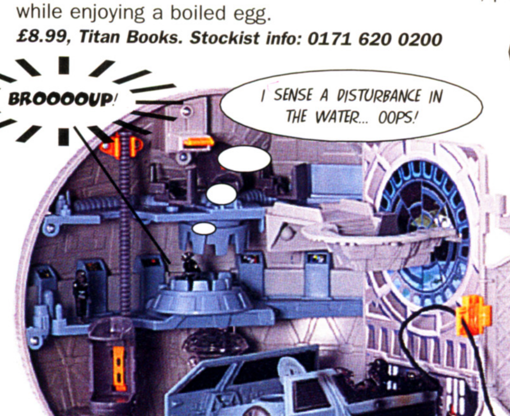
Listen to your favourite tunes undisturbed, even when driving your tractor! Thanks to the 20 seconds of Super Electronic Shock Protection in this latest CD Walkman.

£199, Sony.
Stockist info:
0990 111999

THE MAKING OF ALIEN RESURRECTION BOOK

Everything you need to know about the next travesty in the Alien series. One to read over the breakfast table, perhaps while enjoying a boiled egg.

£8.99, Titan Books. Stockist info: 0171 620 0200





MICRO MACHINES DEATH STAR PLAYSET

A doll's house Hitler would have been proud of. Not capable of destroying planets, but its plastic torpedoes could cause an exposed eyeball to weep.

£39.99, Galoob. Stockist info: 0161 633 9800



THE LIGHTBLASTER GUN

Criminally, this comical-looking PlayStation gun isn't compatible with Time Crisis, but it does feature a Hyper button for special weapons. Or as they say in Germany, a Hyper-knop voor speciale wapens. Groot!
£24.99, Interact.
(as below)

VIDEOS

Mars Attacks. ***Boxed with free T-Shirt: £12.99. Widescreen version: £14.99.***
Batman & Robin. ***£12.99.***
Friends: Series 2, Episodes 1-4.
£12.99. All three from Warner Home Video.
Stockists info: 0171 379 3234
The Simpsons: Crime and Punishment:
£13.99 20th Century Fox.
Stockist info: 0171 833 58338
Martian Ambassador action figure.
£15. Call Forbidden Planet on: 0171 836 4179

MÃKOPAD 64 JOYPAD

All the features of the official Nintendo 64 pad, plus auto-fire and slow-motion. An innovative design features makes this a must for gamers with large left hands.
£24.99, Interact.
Stockist info: 01204 862026

POWER RANGERS ZEO

Earth's mightiest defenders, sporting this year's spandex range. Each comes with a unique motion such as this one's fist-beating Laser Pistol action. Useful for relieving his morning laser pistol.
8" figures: £10.99. 5" figures: £4.99, Bandai.
Stockist info: 01489 790944

BEETLE BORGS

The name says it all. Insect versions of Sweden's most legendary tennis player. Each dressed up like Quality Street and sporting a popular swiss army knife gadget.
£5.99 each, Bandai. Stockist info: 01489 790944
Scotch egg: 59p, Tesco.

DUKE NUKEM: THE ACTION FIGURE

Duke has 13 points of articulation and can hold ALL his weapons at the same time. Talented bloke, they say only one in every thousand men can do that.
$12.99, Resaurus. To order ring: (US) 001 614 751 9352. Or: www.resaurus.com.

THE WAVE UFO

The true sequel to Tamagotchi, just released in Japan. Your pet alien picks up mobile phone waves and they cause him to mutate. Keep his air clean, gamble against him, and feed him suspicious substances. Alternatively, lay him on a table and operate on the bastard.
¥2980 (£14) Bandai.
Call the Hakuhinkan Toy Park: (as before)

TRANSFORMER BEAST WARS

Act out your fantasies of the cyberhive farmyards of the future! These new Transformers are the hottest toys in Japan this Christmas. Also available in wasp, leopard, rodent and hog forms.
Megatron and Optimus Primal double-pack. ¥5800 (£27) Hasbro.
Call the Hakuhinkan Toy Park (as before)

CVG WORLD

ONLINE WITH COMPUTER AND VIDEO GAMES

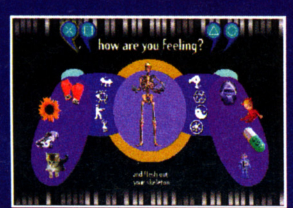
Here we go again, into the mysterious online city of ones and zeros that is the internet. Travelling along the information super-highway, over the Java Script flyover and... snore... zzzzzz. No, this is about video games on the internet and we want your input. If you've made a webpage or have a particular favourite that someone else maintains, let us know about it. Either write to the address below or Email us at cvg.world@ecm.emap.com.

CVG WORLD,
CVG, 37-39 MILLHARBOUR,
HE ISLE OF DOGS, LONDON, E14 9TZ

PLAYSTATION ON THE INTERNET!

HTTP://WWW.PLAYSTATION-EUROPE.COM

The official European Sony PlayStation site will be fully up and running in January. There's already a preview version going which shows just how great the site will be. It already looks amazing – probably the best-looking site we've ever seen – and there are loads of good ideas being started up. You can even customise your browser depending on your frame of mind each day! We'll have more on the site when it's working fully. Should be a good one.



Here you get to dress the skeleton any way you want.



The PlayStation Europe site looks fantastic. The borders on your browser can be changed each time!

SONY ONLINE GAMES

HTTP://WWW.STATION.SONY.COM



Tanarus: Multi-player tank battles!



EverQuest: A full-3D online RPG!

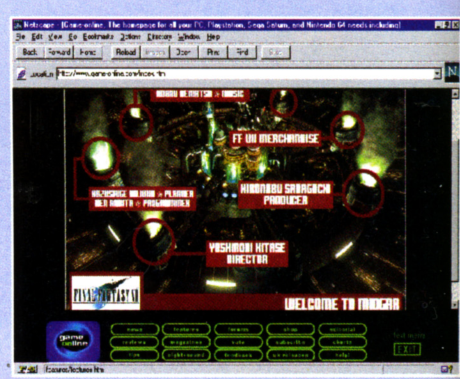
Sony Interactive Studios America (SISA) have started making multiplayer internet PC games. The first to get going was *Tanarus*, a team-based tank strategy battle game. It can support 10,000 players at a time (20 per game divided into four teams of five players each) and is designed to have very little "lag" which slows the game down. *Tanarus* requires a fairly fast PC to run (Pentium 200, 16 megabytes of RAM) and even works with 3Dfx cards. You can download a demo from **http://www.tanarus.com.**

The next online game is to be *EverQuest* – a full-3D online RPG. It will feature 12 races, 14 character classes and more than 40 skills to choose from. Over 1000 people will be able to play on each server simultaneously, exploring five massive continents! Hopefully SISA will be able to avoid the connection problems that plague *Ultima Online*. Sounds promising. Have a look at **http://www.everquest.com** for more information.

WHAT'S GOING ON?

HTTP://WWW.GAME-ONLINE.COM

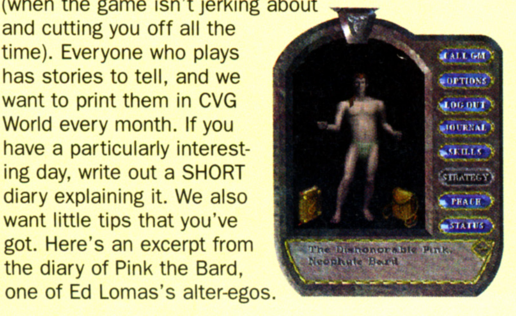
As you'll know if you read the last issue, CVG is now on the internet as part of Emap Images' Game-Online. The real-time Voting area is now running, letting readers vote on current video game issues. And hopefully by the time you read this, the real-time Chat rooms will also be available. Here you'll be able to get in touch with other gamers from around the world, as well as chat with the geniuses that create CVG. Game-Online also has themed weeks. Through December and January there'll be features on *Diddy Kong Racing*, *Quake 2*, and the various Winter Sports games coming soon. There's also going to be an interview with Toby Guard, the man who created *Tomb Raider* and, of course, Lara Croft.
Make sure you look at the reader's forums – there are some hot discussions about biscuits which you'll no doubt want to be involved in.



Recently Game-Online had a *Final Fantasy VII* week to celebrate the release of the game.

ULTIMA ONLINE

Playing *Ultima Online* can be a fantastic experience (when the game isn't jerking about and cutting you off all the time). Everyone who plays has stories to tell, and we want to print them in CVG World every month. If you have a particularly interesting day, write out a SHORT diary explaining it. We also want little tips that you've got. Here's an excerpt from the diary of Pink the Bard, one of Ed Lomas's alter-egos.



Day 2

"After spending many hours practicing my music, I bought a dog from a trader for 20gp which I named 'Pongo' and was given a free pig with it. I called him 'Hombré Hog'. After feeding my food supplies to Pongo I got annoyed with him following me everywhere and locked both him and the pig in a shop and ran away.
I have heard stories of magical items in a nearby city called Vesper, so tomorrow I plan to make the journey there. I just hope I don't run into the gangs of 'PK-ers' (Player Killers) I have heard about. I should be safe – my musical skills are improving, and my new robe makes me look quite threatening."

Day 3

"Today I finally felt ready to leave the safety of Britain and set out in search of a new city, Vesper. The woods outside the city walls are dangerous; filled with bandits, wild animals and strange monsters. I met a friendly-looking wizard named Kali-Mar and offered to sell him a large fish (which I had previously stolen from someone fishing by the river in Britain) and he stopped to think about my offer. Then he fried me with a lightning bolt. All I could do was watch helplessly as a ghost while he stole everything I had collected over the last few days. At this point I decided that I would roam the land in my underpants and a woman's hat, tormenting all. I have become 'Evil Lord Pink'. Beware."

PLEASE SEND YOUR LETTERS TO:

MAIL BAG,
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THE ISLE OF DOGS,
LONDON E14 9TZ

USE OUR E-MAIL ADDRESS A BIT. IT'S EASIER TO READ! ALSO WE CANNOT REPLY PERSONALLY TO YOUR MAIL. SO SORRY ABOUT THAT.
MAILBAG.CVG@ECM.EMAP.COM



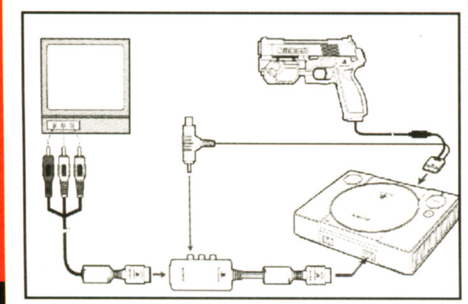
Christmas. As well as being a time of hard-core religious worship and top TV movies, it's a time of friendly correspondence. Before the big day there's the Christmas card frenzy, then afterwards there's all the letters you have to write to Granny and Uncle Edna to thank them for their lovely gifts. Phew – you're going to have one busy biro this month! So while it's still warm in your hand, why not write to us as well? Whoever sends the best letter gets their choice of game dontcha know!

I'M HAVING A TIME CRISIS!

Dear CVG,
After reading in issue 190 a 'new games look at *Time Crisis*', I became very distressed. Yeah, I can hear you now, laughing at this statement, but I noticed something which may apply to a lot of people with newly bought PlayStations. This is that the newer PlayStations only have a port for an RFU adapter. I believe this to be because Sony took out the 'video out port' from the first PlayStations' so they could bring the price down to £100.
Basically, my point is you showed a diagram with the Gun-Con plugged into the video out port (so that it had better accuracy), and my machine doesn't have that socket in the back. Does this mean that I can't play Time Crisis, as I was so looking forward to it, I started saving the £60 ages ago.
Richard Brookes, Cheshire.



CVG: Fear not Rich, as you can indeed play Time Crisis on your new machine, but you'll need to get one more lead to go with it. The good news for yourself (and all the other people intending to buy Time Crisis with new machines) is that Sony are going to bundle this lead with the game. No extra cost. No extra hassle. Check out our little diagram to show you exactly how to fix it up to your TV.



The GunCon schematics. Many Bothans died to bring us this information.

CHALLENGE US! PLEASE

Dear CVG
I would like to know why there is no HMV/CVG Challenge in Ireland. The third one is approaching and still there are no signs of the two stores in Dublin and Belfast holding heats. Why don't you run a separate final over here because there are a lot of decent game-players in Ireland and it couldn't cost that much to fund. I would also like to know which is better and worth the money out of Goldeneye and Final Fantasy VII.
D. Kavanagh, Dublin, Ireland.

CVG: Challenge locations are up to the stores themselves. So, unless you can go along with a big group of mates and change the manager's mind, the challenges will stay to mainland Britain. Sorry. As for the games, Final Fantasy VII will last you a lot longer than Goldeneye, and is a great experience. On the other hand, Goldeneye amazes just about everybody who plays it. Hard decision. Wouldn't want to make it for you.

THE ALEX HUHTALA FAN CLUB

Dear Feeble Midget,
I am sorry that you cannot reach the door handle to your house. Maybe you should carry a ladder around with you. I own a Saturn. I hope you enjoy your Cup-a-soup.



Deen Lim, West Ewell, Surrey.

CVG: We tried to get Alex to reply to this letter, but he couldn't reach the keyboard. Poor little fellah.

CRUISIN' FOR A BRUISIN'

Dear CVG,
Please could you track down when *Cruis'n' USA* is coming out. I have waited nearly six months for this game and I feel rather cheesed off as it's been on import for a year now. I have contacted THE Games with no luck, tried various importers who told me it's not released. Please could you pull some strings and get it out or Sony will be getting my custom from now on.
Simon Harrison, Worthing, West Sussex.

CVG: We don't care if Cruis'n' USA doesn't come out over here as it's complete rubbish! One of the worst games ever, in fact. Diddy Kong Racing however is much better and that is what you should spend your hard-earned on.

BITS THAT WERE SAVED FROM THE BIN!

Dear CVG,
Is there anyone left in the world who hasn't seen Star Wars? Who hasn't tried to do Chewbacca's strange voice? Or indeed, put a bucket on their head and stomped around the house in a cloak shouting "Bring me the Princess, I want her alive!" Or waved a red broom around, shouting at your little brother: "Your powers are weak old man, now I am the master!" No? It must be me then. But what would it be like without George Lucas? Without Star Wars?!? I'd better stop right there because I'm scaring myself.
Grant Bush, N.Jobling, Gloucestershire.

~~Dear CVG,~~
How about making a *Rage Racer* type game for the Saturn, but instead of just having loads of rock soundtracks and 2-4 cars like *Sega Rally* and *Manx TT* (both still good games), have sound tracks from dance outfits like Sash, Puff Daddy Inc, Dave Angel, Goldie, Roni Size and LTJ Bukem?
David Palmer, Derbyshire.

CVG: Can you imagine hurtling round a corner at over 150 mph in Rage Racer, cutting up a rival as the G-Force kicks in with 'Every step you take' by Puff Daddy blasting in your ears! What an anti-climax. Maybe you could get Elton John, Spandau Ballet and A-Ha as well!

~~Dear CVG,~~
Computer and Video Games is a saviour to many, many people. It's the best there is and if you don't realise that, then you should wake up and smell the Tamagotchi turd that you shuffle!
John Hagen, Elton, Chester

CVG: Heeeyyyy Johnny Boy! You so cray-zee!

~~Dear CVG,~~
There is one thing I want to say to the CVG Team. Where did you get Ed Lomas, surely he can't be real?
Xena. No fixed abode.

CVG: When Paul took over the editorship of CVG, he was out looking for staff in the local zoo, when he stumbled into a freak show. Inside, a man called Lomash was sitting under a sign which read Life Observing MASHine, just looking at everyone. Paul stuck him under his jacket, took him home and called him Ed. By carefully nurturing him through his early years using the Spirit of the Mad Gamer, Ed Lomas was raised into the fine figure of a man you see before you today. The End.

FILM BUFF MEETS GAMER

Dear CVG,
I was told that there is a movie being made of *Resident Evil*. Is that true and when is it coming out? Also, I was

looking in another mag, and there was a woman who looked like Lara Croft. Is there a movie coming out with her in it? Oh, and one other thing: when is *Resident Evil 2* coming out as I can't wait for that to come to Scotland?
Derek Cairns, Knightswood, Scotland.

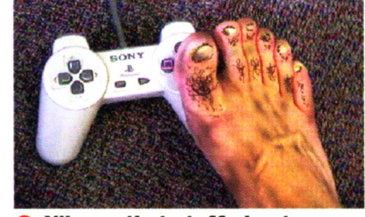
CVG: Both of the games you mention will be made into movies. Res Evil already has Jason Patric cast as Chris Redfield, and if rumours are anything to go by, none of the gore from the game has been lost. As for Tomb Raider, Liz Hurley and Demi Moore are apparently the two favourites to play Lara. And the women you're referring to is Rhona Mitra, who Eidos hired to act as a real life Lara.

DEAR DEIRDRE IT ISN'T!

Dear CVG,
I have a few problems with your issue 192.
1. Why the hell were the Spice Girls featured on the front cover of the magazine when three games, namely *FFVII*, *Time Crisis* and *Goldeneye* had reviews inside. These three were some of the most important ever created (FFVII is a revolution, not a semi-revolution as "The Mana Hero" says in #192). The Spice Girls game is an embarrassment for the PlayStation and magazines as big as CVG should not be advertising it on such a big scale. This is not what the PlayStation was made for – give it to the cartoony, childish and generally inferior N64.
2. Why does *G-Police* only deserve a four out of five when it is such a classic game (what is the big problem if any, when it comes to giving *G-Police* a four)?
By the way, have I made the correct choice to save my money for *Time Crisis* and *FFVII* instead of *G-Police*, *Tomb Raider 2* and *SF EX*?
Henry Harker, North Yorkshire.

CVG: You're damn right they are some of the most important games ever created, which is why two of them got covers and Time Crisis was flagged heavily on two covers as well. We're sorry if you didn't like the Spice Girls cover, but the issue completely sold out so somebody did.

DEARLY BELOVED



Y'know that stuff about cheese coming from milk? Lies.

Dear CVG,
I've got an idea for a pedal you could use for *Time Crisis*. Place a light and fairly large book over the buttons of the joypad in port two. Then simply press on it with your shoe while playing to duck undercover. This is much easier and more hygenic method than using cheesy toes.
P.S. Please pray for my cyber-dog, Snowy, who was murdered at 46 years of age by a bastard who pressed the reset button and whose arms are now broken. RIP Snowy (Sniff).
Robert Bui, London.

CVG: Cheesy Toes. This letter was OK until we got to that part

TAMAGOTCHI HITS HOLLYWOOD

Dear CVG,
You may already know this, but there is going to be a Tamagotchi movie. As with any craze in Japan, an animated feature wasn't long in coming. The Tamagotchi movie begins with "Dr. Bonzo," an unfortunate man who has struck out on his one hundredth "marriage meeting". Being dumped for the 100th time seems to have been the last straw for Bonzo and, feeling depressed and lonely, he goes to sit and think by the riverbank where he sees a UFO land. Rushing to the location, he finds the residents of the saucer to be the mysterious Tamagotchi. Dr. Bonzo then decides to investigate the mysteries of the Tamagotchi, which I assume are revealed in the film. Tamagotchi: The Movie was released in Japanese cinemas this summer and should be out on video in America now, though I doubt it will ever come out over here. If it is, then it will be released by Anime Projects, AD Vision or Anime Pioneer, and considering the film's nature, certainly not Manga Video. I was thinking you could buy the film on import and review it in the magazine.
Andy C.



CVG: Our hats go off to the mysterious Andy C as there was indeed an animated Tamagotchi Movie. It's success in Japan must have been limited due to the lack of coverage it received, but needless to say, we're tracking down a copy at the moment and as soon as we have one, you'll be the first to know.



SHOULD YOU TRUST THE HIGH FIVE

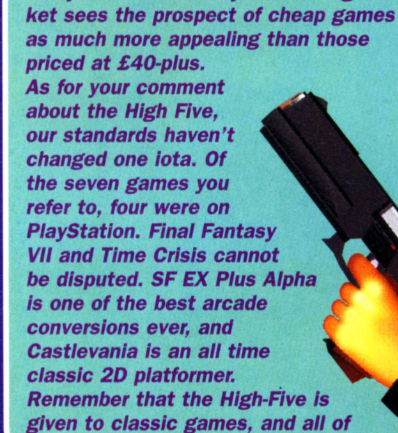
Looking at the current performances of the Saturn and the PlayStation, the enormous gap in sales is a total contrast to the quality of the games on each system. The PlayStation has a far greater quantity of games being released, but isn't the quality more important? The public have been convinced by the huge variety of PS games, while the Saturn's limited software library has been its greatest weakness. Obviously the PlayStation has far more third party support, but why is this the case?

From looking at the sales chart in Freeplay, it is obvious that it is not the quality games which are flying off the shelves. All we see are endless 'Platinum' games, which have only sold because of the fancy tag. Some of these games are truly dreadful by today's standards (*Alien Trilogy*, *Rayman*, *Worms*), and this shows the questionable tastes of many PlayStation owners. Most old Saturn games can be found for under £20, but because that fact is not advertised, they are ignored. This is another triumph for image over substance.

I think that the PlayStation is an incredible machine with a strong future, but this is no reason for 3rd parties to ditch the Saturn so quickly. Just ignoring it because of the low financial return is not good enough. Maybe if they worked with the machine for a while, they would discover its true potential. Sonic Team and the AM departments are continuing to produce stunning games for the Saturn, and there is no reason why others cannot do the same. Their lack of effort is the main reason why such a great system such as the Saturn has failed to penetrate the mass market.

P.S. I like the way you have a High-Five celebration when four of them appear in Issue 186. Then seven more come along in issue 192, and it doesn't seem strange. Could it just be the super quality of the new PlayStation releases, or is the High-Five not the accolade it used to be?
Gavin Woodworth, Penrith, Cumbria.

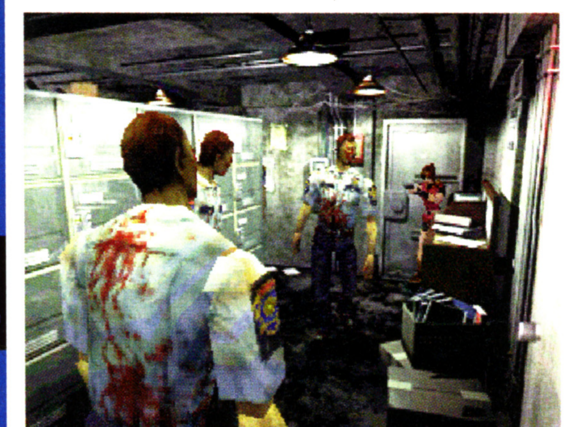
CVG: We all know that the Saturn is a cool machine, but the fact is developers outside Japan will not make as much money from Sega's machine as they would from Sony's. Sony learned from the mistakes they made in marketing Walkmans and Discmans and used that to their advantage by making the PlayStation the first console it was 'cool' to own. As it becomes more and more mass market, so the bulk of the owners is made up of more casual game players. The real fans bought the machine ages ago, and they know what to avoid. Everyone else who is just entering the market sees the prospect of cheap games as much more appealing than those priced at £40-plus.
As for your comment about the High Five, our standards haven't changed one iota. Of the seven games you refer to, four were on PlayStation. Final Fantasy VII and Time Crisis cannot be disputed. SF EX Plus Alpha is one of the best arcade conversions ever, and Castlevania is an all time classic 2D platformer. Remember that the High-Five is given to classic games, and all of those fit into that category.





THE VOICES OF TORTURED SOULS







***Resident Evil 2* takes the now-famous "world of survival horror" to the next level, with graphical environments, storyline, and character design that utterly smash the original.**

RESIDENT EVIL 2

It's hard to say the words "*Resident Evil 2*" without a tremble in the jaw, a quivering of the bowels and a clenching of the gut. Capcom fanatics have been waiting for this game – nay, not just a game, an event – for what seems like an eternity. We've waited and waited, through delays, through a graphically inferior Saturn version, a graphically superior PC version, through rumours of *Resident Evil Dash*, through a barely-worth-mentioning remixed original (*Director's Cut*, minus uncensored video sequences), through a complete revamp from scratch of the sequel's game design, and through more delays. Finally, the event has almost arrived, and guess what? *Resident Evil 2* was worth its wait... in entrails!



SATISFYING STORYLINE

Wes Craven (director of Scream) would be proud of Capcom's script writers, as the postmortem *Resident Evil 1* story follows one of the great tenets of any real horror movie: no one believes the heroes. Despite Chris and Jill's best efforts to warn the Raccoon Police Department (R.P.D.) about the horrors they barely survived in the mansion at the edge of town, their tale gets laughed off as so much hallucinative rubbish.

It's now two months later, Chris, Jill, and Barry are gone (Where to? You'll find out in the game), and Raccoon City has been completely overrun by zombies. How did this happen? Gee, could it be some nasty virus from that pesky Umbrella corporation? Experiments gone wrong? Nahhhh. Those policemen should have listened to Chris and Jill's warnings. Now look at them. All they can do is scratch, bite, sniff, chew, eat, and slop. Not to mention itch. (If you didn't play the first game that last bit probably has you wondering...)

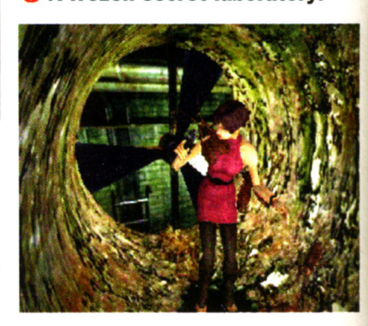
Claire Redfield, Chris' scantily-clad and vivacious sister, hasn't heard from her brother in months. (By the way, Claire even sports the exact same "Made in Heaven" bomber design on the back of her jacket as her erstwhile bro. And hey, look – she's got that combat knife holster on her shoulder, too! Makes you wonder, don't it?) Lovely Claire rides into town on her Harley searching for her sibling, but instead finds nothing but good ol' American apple pie. Not to mention flesh-eating zombies. At the same time, Leon S. Kennedy, a new out-of-town recruit to the recently-beleaguered R.P.D., hasn't heard from his new employers since the interview but shows up for work anyway (fully clad in uniform! What, like they gave him one once he'd been approved for him to, like, practice feeling cop-like in?) Bad decision; always check with your new boss to make sure he hasn't become one of the undead since he offered you stock options. Thus the stage is set for *RE 2*.



Search Chris' desk and check out his diary. You'll get a clue about the current whereabouts of the S.T.A.R.S. of *Resident Evil 1*. The words "Europe" "Umbrella headquarters", "secret laboratory", and "*Resident Evil 3...?*" somehow spring to mind.



A frozen secret laboratory!





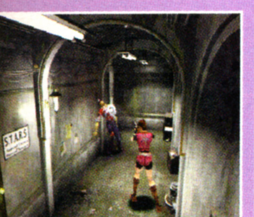


Leon and Claire are the heroes of *Resident Evil 2*. Say hello!

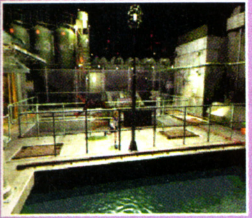
CASTING CALL

RE 2's cast of characters is much more diverse, well-written, and developed than *RE 1*. What a concept, characters with personality! The two primary supporting characters are Ada Wong and Sherry Birkin. Ada is a beautiful Chinese-American woman who is looking for her missing boyfriend, John... but does she have other motivations? (By the way, original *Resident Evil* fans may remember the passwords from the "R.O.P.L.S." computers in the mansion lab: ADA and JOHN. Simple coincidence... or does Ada have some connection to Umbrella?) Sherry Birkin is a little 12-year-old girl wandering through the hell of the R.P.D.; you must protect her from anything and everything.

SHERRY




Sherry's frightened and she needs a nice adult to help her in this world of terror. Claire's not into baby-sitting, but today she'll make an exception.




Sherry's survival isn't much of an issue with four health sprays, but all the same you might not want to pat the doggies too much. And don't go talking to strange men with their faces hanging off.




When you're in control of Sherry, you'll have to solve a puzzle for Claire to be able to advance.

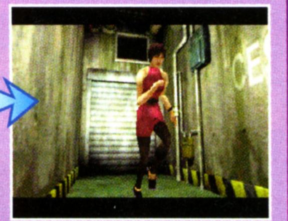


ADA





Ada wants your help finding her boyfriend, but there may be more to her than meets the eye. Admittedly, what you can see of her is pretty nice!

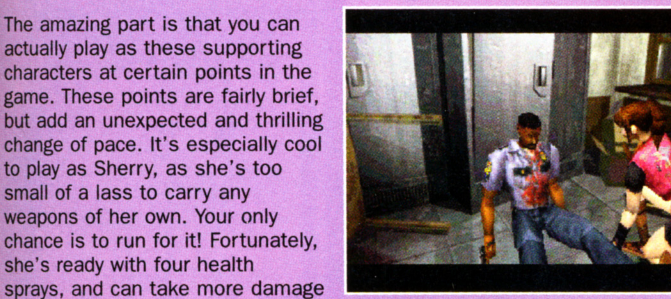
At this ventilation shaft, Leon boosts Ada up and then you take control of her in a brief section (much like with Sherry). She's not much better than Sherry with only a pistol at her disposal.



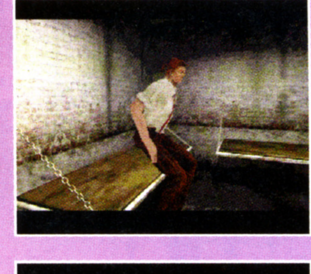

Rule number one about the R.P.D.'s morgue: the dead don't always stay dead. Stay alert!

The amazing part is that you can actually play as these supporting characters at certain points in the game. These points are fairly brief, but add an unexpected and thrilling change of pace. It's especially cool to play as Sherry, as she's too small of a lass to carry any weapons of her own. Your only chance is to run for it! Fortunately, she's ready with four health sprays, and can take more damage than the adults. Seems strange, doesn't it... perhaps Capcom wants to avoid scathing letters from overzealous mothers about the graphic death of a 12-year-old girl in little Nigel's new PlayStation game by making it next-to-impossible to kill her!

There are other non-playable characters including the scoop-hungry reporter Ben Bertolucci, chief of police Brian Irons (who bares a striking resemblance to Mike Haggar, former mayor of Metro City) and the husband-and-wife scientist team William and Annette Birkin. With its great complement of characters, *RE 2* offers more intrigue and suspense than *RE 1* ever had.




***RE 2* is filled with mini-story events where the screen goes letterboxed. Notice the gaping hole in this cop's chest; the next time Claire sees him, he's gonna be hungry....**



Reporter Ben Bertolucci would rather stay locked up in his cell then risk his sorry ass trying to escape the R.P.D. To be honest, we don't blame him.



Annette Birkin is a brilliant scientist who wants her husband's work to live on at any cost. She doesn't care about certain other people living on though.

Chief of police Brian Irons is hiding out somewhere deep within R.P.D. Will he help you? And who's the gorgeous corpse?

LIFE AND DEATH (MOSTLY DEATH) IN RACCOON CITY

Whether playing as Claire or Leon, you begin the game on the outskirts of town. Fire rages uncontrolled as zombies (former civilians and police officers alike) try to gnaw your skin. The game takes you through three floors of the Raccoon Police Department, the basement, the sewers, a factory area, a laboratory, and more which we could reveal but then we'd have to dismember you, then proceed to gnaw at your bones. The ultimate objective is simple: get out of town by any means necessary. Overall *RE 2* is more expansive than *RE 1*, and the environments are astoundingly much more detailed, arguably surpassing even the beauty of *Final Fantasy VII*. There's quite a bit more animation and interaction with the backgrounds this time around, such as collapsing ladders, breaking floors, ominously creaking fans, fires to put out, and the like. The sequel does require a bit less backtracking than *RE 1*, but there's a far larger volume of areas to explore, so you almost don't even want to go and return to previous areas.



Somehow you gotta find a way to clear this chopper. Wonder what possessed the pilot to fly it into the side of the R.P.D.?





Insanely detailed renders fill *RE 2*'s world. Where else would you find a working fax machine and a shockingly realistic representation of a police briefing room down to the chalkboard and PA stand?



Umbrella's laboratory is hidden somewhere in Raccoon City. Sane people would run in the exact opposite direction, but you're headed right for it.

TUT, TUT... LOOKS LIKE BLOOD!

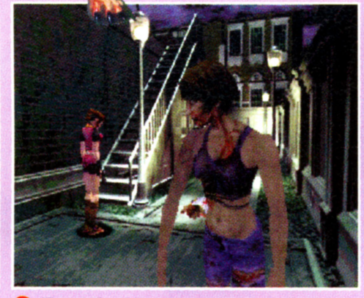
RE 2's designers have gone overboard on the enemy design in this game – whereas the original sported a total of three different zombies, the sequel has more than eight, including a truly distressing, scantily clad female zombie, and zombies engulfed in flame! Producer Shinji Mikami has even gone on record saying he wanted to include child zombies... too bad he didn't. Woulda been juicy. Other returning enemies from the original include the Cerberus, the Web Spinner, and crows, but most have been replaced with equally terrifying new deviants such as scuttling red monstrosities that are long of tongue, leaving behind puddles of drool as they go, incredibly hard to kill plant-based fiends, and a lovely new menagerie of new bosses.



If you played the demo, prepare for a shock – these zombies will bust through the chain link fence.



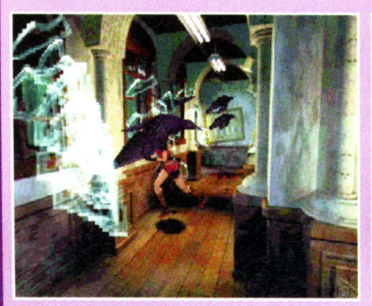
Dinner time at the R.P.D.! Brings a new meaning to the phrase "Mess Hall", eh?



Face it. You know you want her. It's the new leggy supermodel, Chick Zombie!



If zombies scare you, try this concept on for size: skin-less zombies. Ick.



Nasty crows, stay away!



The poisonous spiders from the first game are back in force.

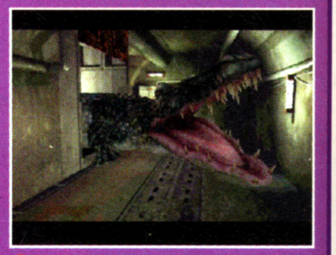


This creepy crawly enemy can slaughter you in one fell swoop.

THE BOSSES



You know it's *Resident Evil* when the bosses have gross red eyeballs growing out of their sides.



Are the croc's eyes larger than his stomach? You probably don't want to get close enough to find out.



The boss freaks include all manner of new Tyrants (there's one ominous, ten-foot tall Tyrant sporting a trenchcoat that cannot be killed, constantly chasing you... freaky!) and even a gigantic, ten-times-larger-than-normal crocodile that chases you down a sewer shaft!

EVIL AUDIO

The area of sound has been just as greatly improved on as everything else, if not more so! "How can this be?", you may be wondering, "*RE 1*'s pseudo-musical, ambient soundtrack provided a perfect accoutrement to the horror theme, adding an underlying, subconscious feeling of foreboding desperation to the already bleak situation before you." Then again, maybe you weren't. But in any case, *RE 2*'s soundtrack is just that – a soundtrack. The PCM (music playing on the internal sound chip, rather than from CD) quality here may even surpass that of *Final Fantasy Tactics* – until now, the best chip-generated music heard on the PS.

What about the voice acting? Is it as ridiculously slow and cheesy as the first game? Almost. Would it be *Resident Evil* otherwise? Because of the unbelievably corny way she says it, Sherry's "I don't know, the door won't open!" is notable. Listen for it near the end of the game when playing as Leon; it's just sooooo bad.

The game's other sounds, from some truly disturbing zombie moans to the rat-tat-tat of an Ingram sub-machine gun, are quintessential Resident Evil. Most impressive is the range of sound effects Leon or Claire's feet create, from crunching glass to clanging metal catwalks.

MANNEQUINS NO MORE





Shake out when you're being bitten. If they're gnawing your ankle, it's head smashin' time!



If they're biting your shoulder, you'll shove them away.

Capcom have given Leon and Claire (not to mention the enemies) a whole new range of exciting actions and poses. The first addition you'll find is the *Virtua Fighter*-style head-tracking system – Leon or Claire look at the zombies around them, rather than staring straight ahead like some Greek god or goddess-physiqued mannequin at Harrods. Further, after you down a zombie, they'll stare in disbelief at the corpse. All characters breathe convincingly now, but the real attraction is the new limping system. As you get beaten down by foes, Leon and Claire will noticeably slow down, first clutching their wounds, then limping pathetically, using their weapons as crutches. This adds a great element of strategy, especially when poisoned – your movements gradually become more sluggish as the poison penetrates deeper into your nervous system, leaving you frantically searching for a blue herb. Another exciting feature is the zombie push-back that our heroes perform as they're being gnawed on – giving a manly shove, they hurl zombies across the screen, which will also knock adjacent zombies down. Let's see those wimps Chris Redfield and Jill Valentine try that, eh?!

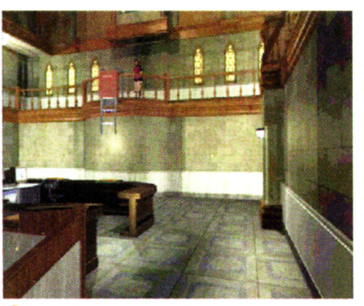


The heroes grab their stomach or drag their leg when injured. When they're in really bad shape, they'll use a weapon as a crutch.

HORRIFYINGLY FAMILIAR GAMEPLAY



Key items can be in hard to reach locations.



You've got to figure out a way to lower this ladder.



Puzzles require you to push objects around, just like *RE 1*.

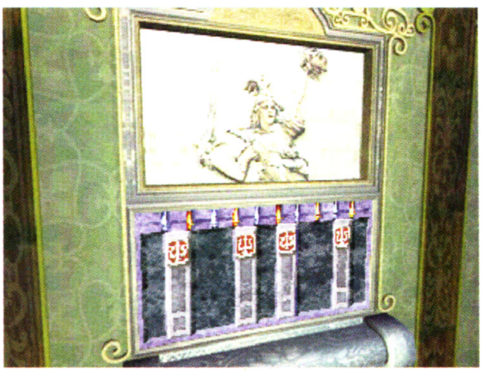


Search everywhere for secrets; some aren't so obvious.

Play mechanics remain largely similar to the first *RE*. There are the now-standard item boxes, limited ammo, ink ribbons, typewriters, health sprays and tricoloured herbs. There's even a throwback to the four Crests of the original – Chess-themed Plugs (Rook Plug, Bishop Plug, etc.) The puzzles remain similar too; pushing stuff around, pulling levers, and using the right item at the right place are generally the name o' the game. There's some new stuff, like blowing walls up with plastic explosives and augmenting your weaponry, but we're talking mostly standard *Resident Evil*-ness.



The fireplace plays host to a fairly obvious puzzle. You have to roast a pig (not really).





If you're stuck on a puzzle, clues are usually right around the corner. Make sure you explore everywhere thoroughly before giving up.

RESIDENT EVIL 2 X 4

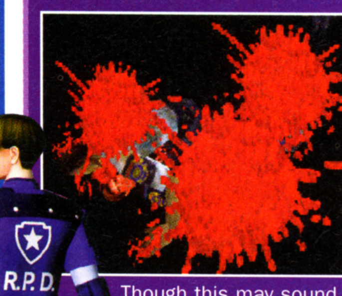
The main addition to the gameplay is the too-cool-for-words Zapping System. This somewhat mysterious gameplay improvement centres around beating Leon or Claire's basic quest, then saving to memory card. You're then able to play an alternate, totally different game of *RE 2* that's *adjacent* to the original scenario, so to speak. We won't reveal too much, suffice to say that *RE 2* hasn't really begun until you've beat it once. This means that if you beat the game with both Leon and Claire, you'll have access to four different *RE 2* scenarios, complete with different locations, items and enemies... that's four, four, four games in one, people! Is that a mega-bargain or what?



This relentless Terminator Tyrant chases everywhere in the game's "second quest" Zapping Mode. He's possibly the coolest *RE* enemy ever!

LIFE AFTER DEATH





Though this may sound strange, try to be killed by every single enemy in the game. Capcom devoted much time to the way each enemy finishes you. Check out the crab monster's repeated bashing of your skull on the pavement or one of the later bosses engulfing you into its toothsome maw and shredding you limb from limb!

GUNSHOT WOUNDS



The man behind the counter is holding a shotgun in Leon's game, but a bowgun in Claire's game. Yes, each character can obtain vastly different weapons.



Claire Redfield models her new devastating, multi-ammo-capable Spark Shot.



Here, Ada bandages Leon up and his costume changes! Notice the shotgun with the attachment.

The *RE 2* arsenal has also been increased dramatically. I'm going to list every weapon in the game, so if you don't want to ruin this part of the adventure, by all means skip this section... NOW. Returning from the original game are the Combat Knife, Handgun (an 18-round HK-22 Viper and a 13-round Browning), Shotgun (now a sawn-off Remington Bulldog), Grenade Launcher, Magnum, Flame Thrower and Rocket Launcher. Added are a Bowgun, the Calico 950 – a rapid-fire rifle with a rotary clip, the Spark Shot – a fictitious electrical weapon (it takes batteries!) developed by Umbrella, an Uzi-like sub-machine gun, and most devastating of all, a ridiculously hardcore T2-style gattling gun – remember when Ah-nuld stood in the window of the Cyberdyne building mowing down swarms of police? Yeah – *that* gun. But the real excitement of *RE 2* weapons is the ability to *upgrade* them with various customised parts you'll find lying around Raccoon City. For instance, you can upgrade your handgun to rapid fire or increase the length of your Shotgun barrel, giving it enough power to rip a zombie's head, shoulder and arm clean off (must be seen to be believed!)

RESIDENT EVIL 1.5 - THE GAME THAT NEVER WAS

Remember when *Resident Evil 2* was supposed to release many months ago? Ever wondered why it didn't? Capcom got 65% through with the game (some sources say it was nearly complete,) didn't like it, and started over from scratch. True story. Capcom still has a copy of that incomplete game and now affectionately calls it "*Resident Evil 1.5*" to reflect that it was halfway where they wanted the game to be and had elements of the original *RE*. Some of the changes from *RE 1.5* to *2* included: different, better-looking game environments (*1.5*'s R.P.D. building was very modern, but the renders were a bit bland, while *RE 2*'s R.P.D. building is an ancient-looking museum converted for police duty, with far more detailed and exciting graphics), different characters (a heroine named Elza Walker), and different zombies (*RE 1.5*'s big advantage over the original was that it could fit eight zombies on-screen, but their polygon detail was much lower... somehow, Capcom have managed to fit seven on-screen in the final version of *2* with greater detail than *RE 1*'s models!). Of course, as Capcom started over from scratch, almost everything is different! Wouldn't you just love to check out that almost-done version? Please, Capcom, include *1.5* as a secret bonus for good *RE 2* players!



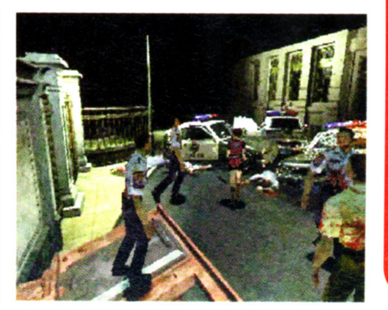
Not much to do on this bus but put a few ex-cops out of their misery. You could try ringing the bell repeatedly to annoy the driver.



This high-tech factory late in the game is one of the most gorgeous, detailed rendered environments ever seen in a video game.







THE END, FOR NOW

RE 2 is maybe 80% done, and key elements (such as the opening and ending FMV) have yet to be added. Also, the game seems a bit easy in its current form, mostly because you get three ink ribbons per pick-up (*RE 1*'s English version limited you to two). Assuming the wizards of game balance at Capcom get it right, *RE 2* will be an event no PlayStation owner will want to miss.

NO POLICE...NO CAMERA...JUST ACTION...

OFFENCE: EXCESS SPEED...

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94 MHZ SPEED

3D ENVIRONMENT

STEREO SOUND

PRECISION CONTROL

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SPEED: 176mph

FOUR PLAYERS, EIGHT SUPER CARS, SEVEN TRACKS, FIVE RACING MODES...

AND THE NEXT BEST THING TO HAVING ONE PARKED IN YOUR DRIVE...

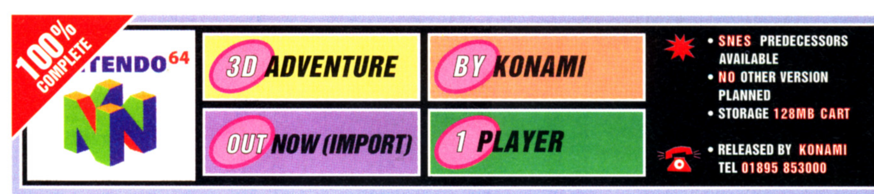


ONLY ON



THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH





He may be an icon in Japan, but Goeman has yet to make a big impact on the British market. Konami are hoping their fifth game in the series will be the one to do it.

GOEMAN 64



What's bizarre about Konami's *Goeman* series of platform adventures is that, even though five games have been produced and all of them have been major hits in Japan, only one of them (the first SNES one, *Legend of the Mystical Ninja*) ever made it to an official release in Europe. Now the character has undergone a *Mario 64*-style 3D facelift and Konami are expected to release this N64 version over here next year. Meanwhile, we've been been sampling an imported cart packed with Japanese text – fairly incomprehensible, but we managed to work out the basics.



WITH A LITTLE HELP FROM MY FRIENDS

Goeman is the central character in this game, but he also has a couple of friends to lend a hand. Ebisumaru is with you from the start, and you can switch between them both whenever you are stationary by pressing the C-Down button. A third person also joins your party during the game, a female swordsman we don't yet know the name of. And with one more character space in your inventory, we can safely assume that a fourth joins your quest along the way.





ONCE INSIDE...

Once you're playing the game, there are a couple of little pointers that might help quicken your progress. In the English version these will be plainly obvious, but the language barrier makes them more obscure. Import game fans, take note!

IN-GAME MAP

There are two sorts of map screens which you can consult. The first is the scaled down, more detailed version that shows you where doors and exits are located. Press the C-Right button whenever you're lost in a town or dungeon to call it up. Notice the lovely transparent effect!



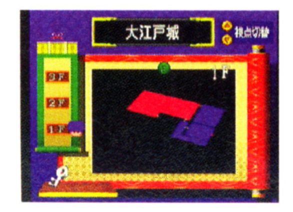
SHOPS

You may not notice the shops at first, because the doors aren't as easy to find as you think. They stock a variety of items – the two that we found sold weapons and the other sold sushi! Just walk up to the table and select what you want to buy. Easy.



MAIN MAP

Finally there is a main map screen which shows you the location of all the towns, villages and other levels you may have to visit. To call this up you must pause the game and hit Z. You can rotate it by using the C-Up and C-Down buttons as well.





Good timing is needed here.



This guy gives you the hook.



Strange voodoo goings on here. He takes 10 coins to let you live!

JAPANESE ICON HEADS FOR EUROPE!

COMING SOON




The less health Goeman has, the more pained and out of breath his movements become.


One of the first enemies you can kill is this bizarre flying dog head. Just don't ask us, OK!


Spinning spiky balls. We've never seen that before. Oh no.

FIRST THINGS FIRST!

The first main task you have to complete is getting yourself the grappling hook. This is to be found at the top of the mountain once you leave the first town. Look out for the ladder and climb up to the first ledge. There is a doll at the end of the platform, so get that and track back. Even though the ladders are right in front of you, the angle of the camera means you might not spot them, so look at our picture and you'll see what they look like. Work your way to the top and there should be a little old guy in his hut will give you the hook.

WHAT DO I DO WITH THE HOOK THEN?

Work your way back to the castle and find the ledge that has small boxes with swastikas on them (why swastikas?). With the grappling hook, you can cling onto these crates and drag yourself across gaps that are too big to jump. From this ledge you can access the castle which leads to the first boss.


Fire the grappling hook into any of these boxes during your quest to reach far platforms.

BLOW YOUR ROCKS OFF

The first boss is a giant rock head whose weakness is the red spot on his chin. Smack him with your short staff, then when the head tips back, dodge the fire it spits, Go back to attacking the dot and when the head fires four lasers, jump over them. Keep repeating this and he'll soon be dead.





START A COIN COLLECTION!

The most common collectibles in this game are small coin-like objects, not too dissimilar to those found in *Mario 64*. The most common way to find these is by killing enemies and grabbing them as your reward. Also, smashing any vases you come across will drop four or five, and they may even be waiting loose in certain sections of the stages. Once you've got a pocket full of these you can throw them in a kind of magic attack. Each shot uses one coin. You also use them as currency should you decide to purchase any equipment. You should keep an eye out for a guy on a pogo stick in one of the towns as well, because he pickpockets fifty of them and does a runner!





COME ON BARBIE LET'S GO PARTY!

The key to building up Goeman's strength is to find these dolls. The more you collect, the more your health hearts will increase. We're not sure how many you get once a doll is collected but it seemed to be one heart for every two to three dolls.



Here is one of the said dolls.


These aren't obvious ladders.

MORE GRAPPLE ACTION!

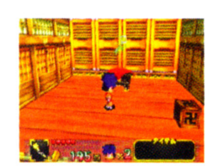
The stage before you reach the boss is a simple affair in theory, but could take some time if you don't plan your route carefully. The route to the boss is blocked by locked doors and you have to collect keys by killing all the enemies in the rooms, or sometimes by solving puzzles!


You need to shoot the flower wielding grannies twice in order to kill them off. Silly old hags.










An entrance to a shop.

GOTTA GO-MAN!

Goeman 64 contains a lot of text that will need translating into English, so, unless Konami pull off a miracle, you won't be seeing an official version of the game for a while. We'll have more info for you in a couple of months' time, though.





50% COMPLETE

PlayStation

DRIVING GAME | BY SONY JAPAN | OUT MARCH | 1-2 PLAYERS

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- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

With the PlayStation having had lots of success on the back of the Namco driving games, this is the chance for Sony to prove themselves as developers.

GRAN TURISMO



Let's face it – the PlayStation isn't short of driving games. We've got rally games, Formula One titles, high speed thrills with the likes of *Rage Racer*, and even aeroplane racing. So what are Sony going to do to make everybody go and buy this one? Strictly speaking, that's something we're not going to be able to answer until we have a completed version, but the demo we've played has given us a fair idea. *Gran Turismo* is going to feature cars galore, all based on real vehicles which can be customised to suit your driving needs, and all of which have to be earned by skillful driving, as in *Rage Racer*. It certainly looks as though Sony of Japan are spending the time with this, and we'll have a bigger update next month.

MEN AND THEIR MOTORS

A big selling point for this game is the number of cars available for you to race. There are ten different makes to choose from, and for each make of car, there are five different models to choose from. If you fancy following in the recent footsteps of Keith Flint from the Prodigy and hopping into a TVR, then this game lets you do that. Also selectable are Aston Martins, Chevrolets and Hondas, And if you can't afford a brand-spanking-new car, the game offers you the chance to buy second-hand models, but you then run the risk of buying a really clapped-out motor that falls apart on the third bend.

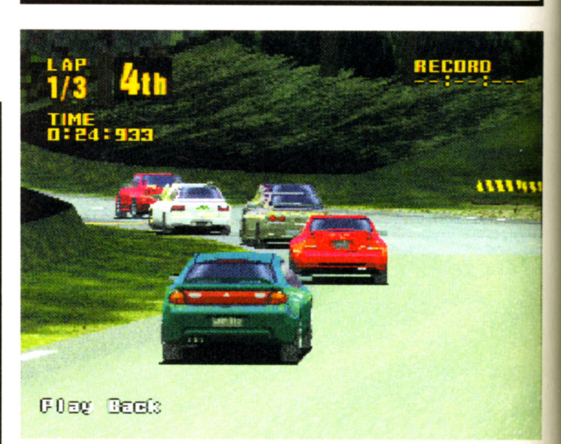


The competition gets tough as the other racers try and do a 'Schumacher" on you! Dirty gits.

DO YOU KNOW WHY WE STOPPED THE CAR?

One of the novel things about *Gran Turismo* is the driving test facility that lets you get used to the way the game handles. The lesson begins with a simple task, such as an emergency stop, where you have to bring the car to a standstill at an exact point on the circuit. Complete that and a new task is assigned, like taking a corner at a certain speed. The further in you get, the harder the tasks get and eventually, an entire lap is set before you, where you have to finish all of previous objectives in one go! Cool.



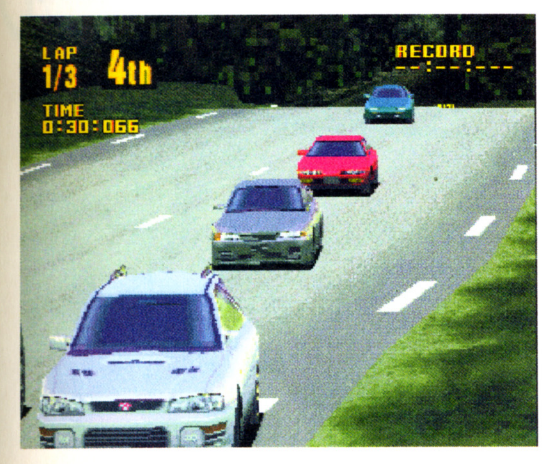


MORE CIRCUITS THAN ED'S BRAIN!

Not content with supplying you with stack of cars even Arfur Daley would be proud to own, *Gran Turismo* gives you loads of tracks to race them on. Initially there are eight selectable circuits that vary from standard high-speed tracks to city centre drives, with the usual hidden extra track in there somewhere too. As in *Rage Racer*, the track layouts change from race to race as the easier routes are blocked off and you're sent down more demanding detours.

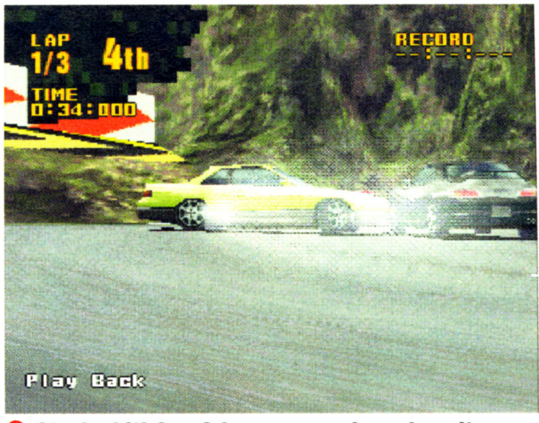
ESSEX MOTORS LTD

Customising your car is another option that the programmers have explored in great detail. This should please the *Max Power* readers out there, because almost everything from the colour of the car to the shock absorbers can be customised. In fact so many alterations give you almost limitless vehicular variety. To add to the feeling of realism, the game is also analogue pad-compatible, and for once, it actually looks as though this mode is worth having.





The replay mode is just like watching the TV!

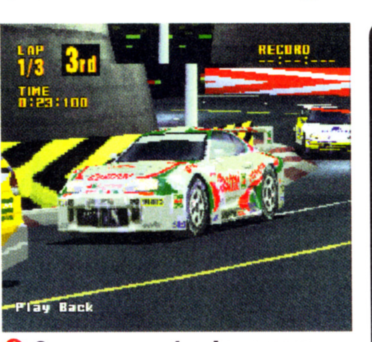


Stacked it! One false move and you lose it.






One of the cool camera angles from the replay.



Once your mates have seen the replays in *GT*, they're sure to wet their pants!

LIGHTS, CAMERA, ACTION!

One of *Gran Turismo's* most impressive features is its action replays. Once a course is completed, the replays start automatically and from the looks of them, you could be fooled into thinking that you're looking at a real TV replays. The cars all look very sleek and stylish, and have ultra cool lighting on them which shows off some of the graphical touches the programmers have implemented. Take a look at these in-game screenshots here to get a feel for it.

BUT WHAT'S IT LIKE?

The most important thing about *Gran Turismo* is the feeling of speed and in this respect it compares favourably with *Rage Racer*. One of the things about Namco's game was how slow it seemed when you first started playing, simply because you had to earn the right to jump behind the wheel of top cars like the Assoluto. The same applies in *Gran Turismo*. It starts off being a slow game, but once you've got a bit of cash in your pocket the real cars enter the fray and *GT* becomes an awesome prospect.



Once your mates have seen the replays in *GT* they're sure to wet their pants!



Take the wheel in Executive Company Car Racer! Race Keith the Sales Manager to the wine bar before Happy Hour expires! A litre of Pina Colada will be your prize!





THE GRAN FINALE

There are rumours doing the rounds that a near-complete version of *GT* is in the country. We'll be doing our best to track it down and bring you a comprehensive update next month.







85% COMPLETE

SEGA SATURN

RPG | BY TEAM ANDROMEDA
FEB RELEASE | 1 PLAYER

- SATURN PREDECESSORS AVAILABLE
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One of the flagship titles for the Saturn returns for a third incarnation. This version however, is something completely different!

PANZER DRAGOON SAGA

The programmers behind the *Panzer* series, Team Andromeda, have to be applauded for trying something different. It would have been quite easy for them to make the third *Panzer Dragoon* game another fantasy shooting epic. But they've proven their ingenuity as developers by taking the best elements of *Panzer*, and incorporating them into a role-playing game. To their credit, Andromeda has decide to keep the outstanding visual style of the previous games in *Panzer Dragoon Saga*. Even in the early demos we were treated to, the graphics were nothing short of stunning. All the light-sourcing, animation and shading are superb, and all we have to wait for now is an English text version so we can tell you how it plays!

SMACK MY DRAGOON UP!

The combat interface in *Saga* is a little different to any previous *Dragoon* games. There's a group of icons to the left of the screen, and each one is a different attack or spell you can cast. You can attack a single enemy with a group of laser shots or fire a bigger but weaker cluster of lasers at multiple targets. You can cast spells once you have learned them and heal yourself as well. Anyone who forks out for the Japanese version will have problems getting to grips with it because of the Jap text, but there is a training mode inside the game which should get you going.







The three white bars at the bottom of the screen tell you when you can attack the enemy.

THREE TIMES THE FUN

The main game is made up of three distinct parts which come into play depending on your situation. When you're walking around the houses, villages or towns you come across, the view shows the hero, Azel, strolling around chatting to people, buying items, etc. Travelling between towns is the second style, and that is the most reminiscent of the old *Panzer* games because you're shown riding on the back of your dragon. When enemies pop up you can fly into them to activate the combat mode. This being an RPG, the combat is more reminiscent of that in *Final Fantasy* as it relies on an energy bar being full before you can attack. Shooting baddies drains the bar, and you have to wait until it has filled itself back up before you can attack again.



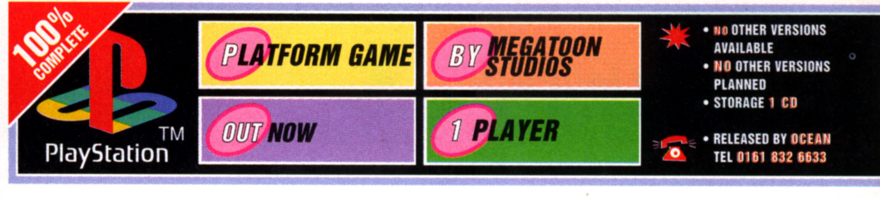
As you can see, the bosses are nothing short of amazing. And no hints of slowdown!

ENTER THE DRAGOON

Even though the Japanese version is practically finished, there's little chance of *Panzer* arriving on these shores for a good few months yet. Once the translation has been completed though, the Saturn could have yet another top *Panzer* game. Keep your eyes peeled, readers.


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ITS DEEP-CLEANING MICROBEAD FORMULA AND SPECIAL SPOT STUFF HELPS GET RID OF BACTERIA WHICH CAN CAUSE UNWANTED ZITS. UNFORTUNATELY, THIS DOESN'T INCLUDE YOUR OLDER BROTHER!
ALL YOU NEED TO HELP BEAT SPOTS!
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You may have noticed by know that Ocean have new game character about to be released on the British market. But how good exactly is *Jersey Devil*?

JERSEY DEVIL

When it comes to 3D platformers, games like *Croc* have proved that the PlayStation can more than match up to the standard of *Mario*. Of course, they still aren't on a par with those games, but there is still a lot of scope for improvement. *Jersey Devil* is another title hoping to make the next rung of the ladder after *Croc*. As you would expect from a game of this nature, the platform game rulebook has been used to full effect. It features flash graphics, a central character that has the ability to run/jump/fly as is necessary and loads of levels and secrets. But with so much other competition, does *Jersey Devil* honestly make the grade?


Hold triangle while airborne to fly.

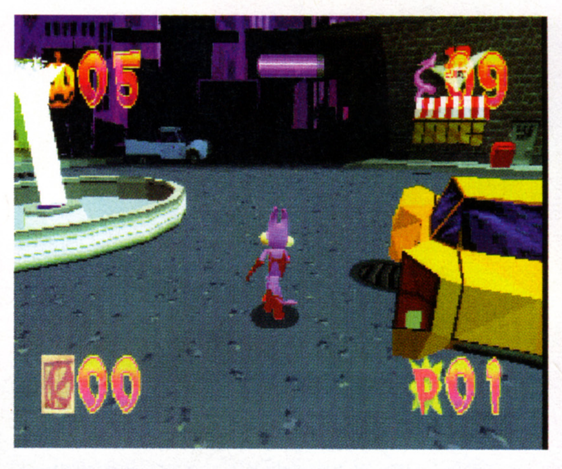

Likewise, triangle also pushes crates.

AND TODAY'S LETTER IS...

The basic idea behind *JD* is that you have to collect five letters to spell the word KNARF which will enable you move onto the deeper levels. The reason for these particular letters is that the evil Dr. Knarf has decided to take over the world using vegetables blah blah blah. The way to find these is usually a lot more complicated than just smashing open a crate, as there is a strong puzzle element to this as well. If the crate doesn't reveal a letter, then you're more than likely to get a pumpkin. Collect one hundred of these and guess what? You get an extra life.


Jump into the fountain and it will shoot you skywards, and into this letter. Only another four more to go. Once they are found, then you can...


...enter the doors marked K. They are usually tucked away somewhere, and there will be more than one door on the level. Start hunting people.



SPIN SPIN SUGAR

The 3D glory of this game comes into effect with regard to the camera angles. At any point in the game, you can spin the view round 360° to make tricky jumps that little bit easier. This can also reveal hidden bonuses that are at the top of otherwise obscured trees or ledges. Simply whacking either of the shoulder buttons moves the camera in the same direction.









BETTER THE DEVIL

Jersey Devil should be in the shops very soon, but even so, we'll be giving our opinion on Ocean's big Christmas title next month. 'Til then readers.









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TOCA, real cars, total gameplay.

PLAYSTATION PLUS winner **91%**

PLAY MAGAZINE 92%
"Packed with smash 'em and crash 'em gameplay! Even more advanced than Formula 1 '97... Incredible. Really fast, really fun, really racing"



Which of these codes enables you to pass through your opponents?
CMCOLLOFF CMNOHITS CMPASS (1 of 3)


Crash Out


Bump & Grind




Thrash It Out


Cane It

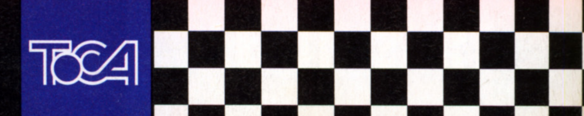




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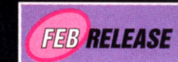
PlayStation

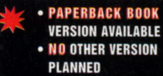
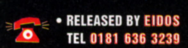
PC CD ROM

COMING SOON DEATHTRAP DUNGEON. NOW MINUS FIDDLY PAGES!







80% COMPLETE

PlayStation PC CD ROM

3D ACTION | BY EIDOS | FEB RELEASE | 1-2 PLAYERS

- PAPERBACK BOOK VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY EIDOS TEL 0181 636 3239

The game isn't even out, but already *Deathtrap Dungeon* has sold in its millions and jump-started a worldwide craze. And that was fourteen years ago!

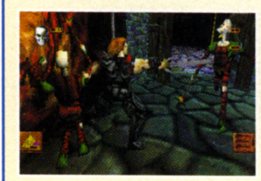
IAN LIVINGSTONE'S

DEATHTRAP Dungeon

Ian Livingstone is the head of multi-million pound games company, Eidos. And his success is largely due to a collection of books he co-wrote back in the Eighties. The Fighting Fantasy series allowed the reader to take part in adventures, making choices by turning to different pages of the book. The concept was a huge success, with kids reading the books in schools everywhere (with their fingers marking about eight different sections). To date, the Fighting Fantasy series has sold 14 million copies in 23 languages, and the best-selling of the bunch is Deathtrap Dungeon. Livingstone always planned to turn the books into videogames, and now he has the chance. The technology is available, Livingstone is in the right place and *Deathtrap Dungeon* is coming!

YE OLDE RENTOKILL.

The plot to *Deathtrap Dungeon* is classic fantasy stuff, and fans of the book will recognise it instantly. The city of Fang has become the residence of a red dragon, who has forced the citizens to build a deep labyrinth around him. With the people gripped in fear, the city's ruler, Baron Sukumvit, has offered a reward of 10,000 gold pieces to anyone who can slay the dragon. Many have attempted 'The Walk', all have failed. Now you have arrived to face the challenge. Or as the dragon calls it, sport!




Fine examples of Paul's 'facing north' dance.

IF I C-CAN JUST R-REACH M-MY... PIG BOMB

There's a huge range of weapons in *Deathtrap Dungeon*, and some of them demonstrate the twisted sense of humour that's gone into the game. Close range weapons come in the form of swords and hammers. And magical versions – like the Black Spirit-sword – are awesomely wieldy blades. Slashing combos can be pulled off too resulting is some excellent decapitation. For true pyrotechnics though, you have to find the long-range weapons. Blunderbusses, flamethrowers and most bizarre of all, a pig that homes in on the closest creature. Throw it badly though, and it goes for you!




IT'S A TRAP! LOOK, THERE'S SOME MORE!

To help flesh out his vision of the *Deathtrap Dungeon* videogame, Livingstone has called on the talent of some age-old colleagues. Assisting with the game design is Richard Halliwell – who designed the Space Hulk and Warhammer tabletop battle games for Games Workshop (a company that Livingstone also founded). Together with Jamie Thompson – editor of Whie Dwarf and creator of the Way Of The Tiger books – they've created what they promise are some of the most fiendish traps ever seen.



Must have followed my trail of smarties!




The left pic features deadlier weapons.

DUNGEON RAIDER

Deathtrap Dungeon's structure is very similar to *Tomb Raider*'s. Playing as either a barbarian or scantily-clad (and fashionably large-breasted) female, you view the action from a third-person perspective. You can also spin the camera around the main character, or stop and survey the area through their eyes. There are ten levels, with ten more sub-levels. These take you from the dungeon's entrance, through such colourfully-named areas as the Snake Girls' lair (complete with aforementioned scaly wenches), The Hive, The Sunken Castle, and finally the Dragon's Lair.



The dreaded Breakfast Table stage

TIME STANDS STILL DUNGEONEERS...

Fighting Fantasy fans are drooling over the prospect of a brilliant *Deathtrap Dungeon* videogame. And with the original creator taking such a hands-on approach, it's all looking highly promising. A review next month, and if things go well, other FF games are promised.

NINTENDO 64®

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Five tracks, four racing modes, variable weather effects and multi-camera views plus an action replay mode, make Top Gear Rally a radical driving experience!

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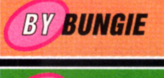
THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH



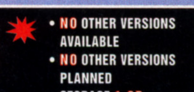












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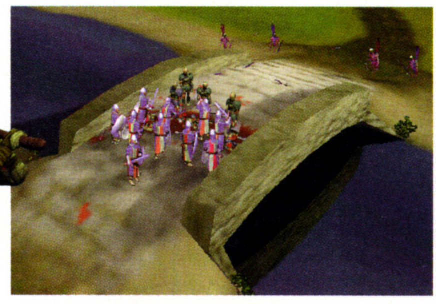
When bomb-laying dwarves, sword-wielding knights, and lightening-throwing mages meet head on, you can bet there will be bloodshed. Buckets of it!

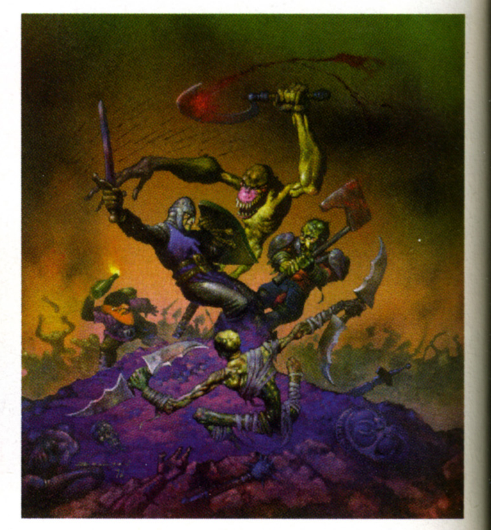
MYTH

Myth may look like another reworking of *Command and Conquer*, but it isn't. You don't erect buildings, you don't make your own troops and you don't have tanks. It's your warriors against the enemy, and last man standing is the makes his team a winner.

It sounds simple, but the best games often are. The key to being successful in *Myth* is to try and plan ahead. Ploughing in with all weapons slashing and hacking is fun and funny, but more often than not leads to your death. Enemies appear half way through the level just when you think you've got the existing soldiers licked. Scenery has an effect too, with archers often found waiting at the top of steep cliffs to have a better chance of picking you off.

Then there's the of blood too – loads of it. Arms, legs, heads, gut and entrails all litter the battle arena once the action has died down, so don't play it eating your dinner.



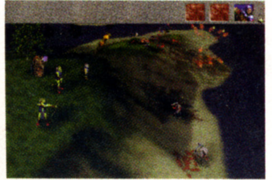


SMALL BUT PERFECTLY FORMED

Dwarves are the most important characters to have in your team. They're physically weak, which is why you mustn't let them get exposed, but their offensive talents are not to be sniffed at. They have two forms of attack which involve bombs. The first is a simple petrol bomb-style affair: an explosive is hurled into the air and explodes on contact with the ground – anything in the vicinity will instantly turn into a mess of giblets. The second sees the dwarves lay small packages that act as mines, and erupt once somebody touches them. Members of your own team can also detonate them, so beware!







The top picture shows the destruction the dwarves can cause. Well placed bombs = carnage!

The undead are almost defeated. Keep the village secure to win the level.

THAT CINEMATIC FEELING

The 3D engine enables you to have complete control over the view of the game. Everything in the game is a 3D model, so rotating and zooming around is 'meat and drink', especially under the influence of 3Dfx PC's.



THE KNOCK ON EFFECT

Laying multiple mines is also a good way to get a group of enemies killed in one go. Once each of the mines are close enough to each other, they explode in a chain reaction. An arrow is often a good way to start one of these, as a well placed spear is enough to trigger the sequence. If any weapons or shrapnel dropped by dead soldiers are lying around as well, they fly off in all directions. These kill enemies, but more often than not just cause wounds.



The guy throwing lightening is called a Fetch. Getting close is the only way to kill them quickly.



MAGICAL MYTHERIES

With a February release looming we'll have the full review next month. This could be a big title, so keep an eye out for it.

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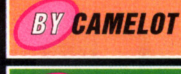
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RACING GAME	BY CAMELOT
OUT FEB	1-4 PLAYER

- NO OTHER VERSIONS AVAILABLE
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- STORAGE 1CD
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People with melon heads grab some plus fours and awful jumpers, before heading out to the golf course. Fore!

EVERYBODY'S GOLF

The Japanese are a little way behind us when it comes to golf. Apart from Jumbo Ozaki, well-known golfing faces from the Far East are pretty rare. But their enthusiasm for the sport never wanes, and the success of Everybody's Golf is a testament to that. Nothing like 'western' golf games that concentrate more on simulation, this one just sets out to be fun and easy to play. It certainly doesn't take long to get into, but the more demanding European market may not take to this in the same way as they did to the PGA series. Only time will tell.

CAPTAIN HOOK

When it comes to hitting the ball, Everybody's Golf uses the same tried-and-tested control system as most other modern golf games. Press once to set the power meter moving. Press again to set the strength of the shot, then, as the meter comes back to the start, you need to press the shot button again when it reaches an accuracy mark to send the ball 'straight down the middle'. Miss the mark and your ball veers off to the left or right when you hit it. If you get a perfect shot of 100% power and spot on accuracy, a "Nice Shot" message appears and the vapour trail on the ball is orange instead of blue. Mmm, 'proper'.

NICE SHOT!

A little whistle for luck... and 'Presto Bongo!' Full power and perfect accuracy. Lovely play.

LORD LUCAN OF GOLF

To begin with, you only have the choice or two playable characters, the male golfer Taku and the girl called Mary. But, as you can see from the screenshot below, there are a stack of silhouetted golfers for you to find. The way to do this is to enter the versus mode. You'll be pitted against one computer-controlled player in an 18 hole round. All you have to do is beat him or her over the round and you'll be able to take possession of their form next time around.





Shadow Company ran golf balls out of 'Nam.







TOURNAMENT HOLE 12

RANK	NAME	SCORE	EXP
1T	WALTER	+2	50
1T	TAKU	+2	50
3	DAVID	+3	20
4T	DIANA	+4	10
4T	PETER	+4	10
4T	MAGGIE	+4	10
4T	MICHAEL	+4	10
4T	JEAN	+4	10
4T	CHRIS	+4	10
4T	REX	+4	10
11T	ROBERT	+5	0
11T	MARLA	+5	0
11T	RAYMOND	+5	0



PAR

GOLFING RPG STYLE!

We could be wrong (the text in our copy of the game wasn't all in English), but it looks like Everybody's Golf has an interesting new feature - the players appear to earn experience points as they play. If you enter a tournament, you'll see that the players at the top of the leaderboard have between 0 and 50 Exp points. The further down you go the less points you have. You earn these points with feats of golfing skill, like hitting birdies and chipping in from off the green, and the more points you get, the better golfer you become. Cool eh?



Taku's hit a birdie. Call the RSPB!

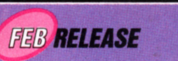


FORE GAWD'S SAKE!

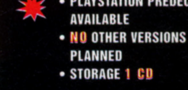
Sony have almost completed the European version and we're expecting a review copy in time for next month's issue, when we'll really find if this is a game for Everybody...











FEB RELEASE

1-2 PLAYERS

- PLAYSTATION PREDECESSOR AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

If the original *Cool Boarders* was Godzuki, then the sequel can only be Godzilla – thirty stories high, and breathing fire. Hey, we're not exaggerating.



There is a simple rule to hit games. It goes like this – if you're making a sequel, make sure it's much better than the original. Otherwise you'll fall flat on your face.
UEP Systems, the makers of the surprise hit *Cool Boarders* obviously realised this, for they've made one of the best sequels we've ever seen. Offering more features than you would have ever dreamt of, plus more besides. This really does look like being the king of snow boarding games. *Killing Session* will see you pulling switch method mans, stalefish melancholy cripplers and loads more that sound completely ludicrous. Let's get ready to go snowboarding!

DOUBLE WHAMMY

Fans of the original game will gawp at the size of the sequel. Even if all you got was the Free Ride section, this game would still be triple the size of the first. Free Ride is basically the original game, but with courses that are much bigger, and there are a lot more of them. Here you ride solo, but like the original you can save ghost data to race against. Win cups for best time, best tricks and best overall score to reveal lots of hidden extras.


I can see for miles & miles, and it looks really er... bendy!


Scary things happen in the dark. Like this narrow course.


Lots of pipes up ahead, but best not stop to admire 'em.



Make a cool trick? How about staying upright for ten seconds!



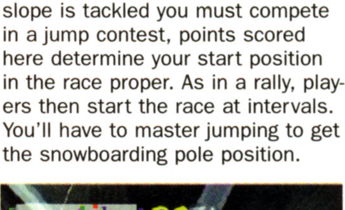




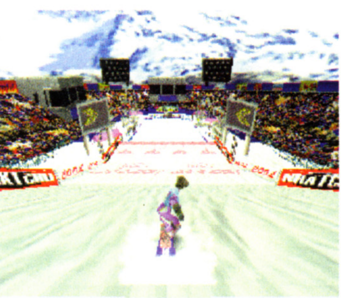


BOARDING IN A WINTER WONDERLAND

Snowboarding Combined is the name given to the new championship event. Here eight boarders race down the slopes, in a bid to be the best. Taking place over nine courses, this isn't your conventional 3-2-1-Go! type of race. Before each slope is tackled you must compete in a jump contest, points scored here determine your start position in the race proper. As in a rally, players then start the race at intervals. You'll have to master jumping to get the snowboarding pole position.






Make a jump, trick and land it, to get a good position.


Long cool tunnels and other graphical delights will appear.


Try staying on this high narrow pipe to really show-off.

BETTER RUN HOME TO MOMMA NOW

The main criticism aimed at the first game was the fact that you tackled each slope alone. The only way to really race was against your previous best times, and the ghost data of your best attempts. Well, Snowboarding Combined gives you seven more riders to compete against, but best of all is the new two-player mode. Now with the aid of a split-screen, you can race a friend over the Free Ride courses. You can only race one-on-one, and not against the other computer riders, but this is still a brilliant addition.



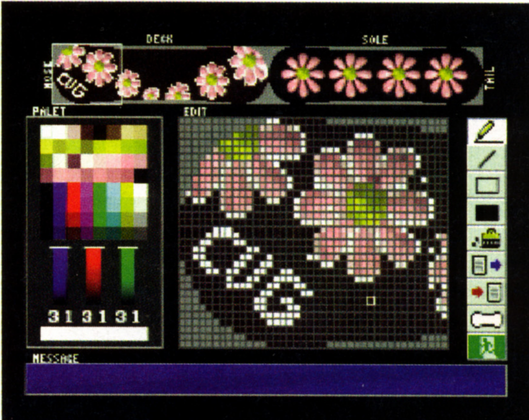


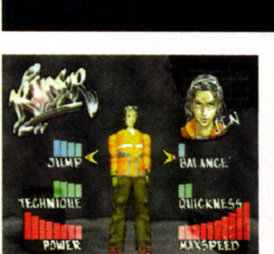
Beware of the narrow bridge, especially if you're both on it at the same time.

No more racing against previous best times. Show 'em who's the real boss!

A PINK JACKET WITH THOSE SHORTS!?!

A minor difference from the original, but one that works well is the character select option. In the original game you had the choice of a male or female rider, and then you had to decide on what they wore on the slopes. For the sequel you must choose a character to play as. At the start of the game there's a choice of four – two male and two female. Again you can select their fashions, and what board they'll be riding. The difference however, is that each character has different abilities, some are faster than others, better at turning, able to perform better jumps or have greater balance. The trick is to select the character that is right for the style of course and game you are playing.







The horrendously designed CVG team board. We'll bring you a better one next month, promise.

DO THE FUNKY PENGUIN

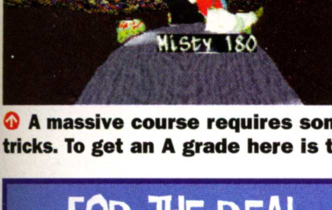
Another two new areas are available for you to play around with. The Board Park is a place to just kick back and enjoy. There are no clocks, no other competitors. Just you, your board and some obstacles. The idea here is to have fun, just jumping over barrels, performing rail slides and leaping over abandoned cars. The Masters mode is a more serious challenge where you must perform designated tricks on a massive never-ending slope. For each trick you successfully execute, ten seconds is added to an ever-decreasing clock. As soon as time runs out, it's game over.











A massive course requires some huge tricks. To get an A grade here is tough.

FOR THE REAL PIPE SMOKERS

We've saved the best 'til last. For the trick freaks, there's only one place to play – the Half Pipe. Your rider enters a large bowl with steep banks on either side. Here you must perform as many tricks as possible on the lip of the pipe before time runs out, or before you reach the finish line. The number of moves you can perform is impressive. Tricks are put together with the use of the four shoulder buttons. Performing combos with these, it is possible to string long lists of moves together, which is essential if you want to get the really big points. The one thing to remember is to keep your momentum going while in the half pipe.



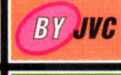


JOIN THE BOARDER PATROL

If you liked the look of the original, but felt it didn't have enough happening to warrant purchase, we advise you to keep an eye out for *Killing Session*. It's shaping up to be a brilliant sequel.







100% COMPLETE

SEGA SATURN

SNOWBOARDING | BY JVC | FEB RELEASE | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY JVC TEL 0171 240 3121

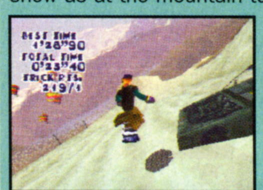
As well as being one-third of a terrible tongue twister, this could be the greatest snowboarding game yet.

STEEP SLOPE SLIDERS

Get out your baggiest waterproof clothes, and wax down your board, 'cos there's finally a snowboarding game coming out on the Saturn in the UK. This isn't something that's been quickly bashed out to make a fast buck either. A great deal of thought has been put into this game, to make it as realistic as possible. You can board relatively anywhere on the different slopes, pulling off all manner of tricks. Add an innovative control method and lots of cool secrets, and Steep Slope looks likely to be a real winner.

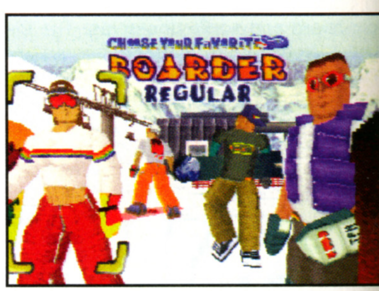
WHO MADE THE SNOW YELLOW?

While *Cool Boarders* may be a much faster and more frantic game, there's no denying *Steep Slope* has a style all its own. The engine used to drive the game is very impressive, using a similar approach to the one Travellers Tales used on *Sonic R*, where objects 'mist' into view, rather than just popping up. Another neat little trick is the way the lower sections of the courses are a lot dirtier. Here the snow is brown from 'overuse', and of course there's not as much virgin snow as at the mountain top.




Down below it gets pretty dirty, while on the top it remains pure white – the snow, that is.





Choose your favourite? Who'd want to play as that Dr. Octopus lookalike? Only Tom Guise would.

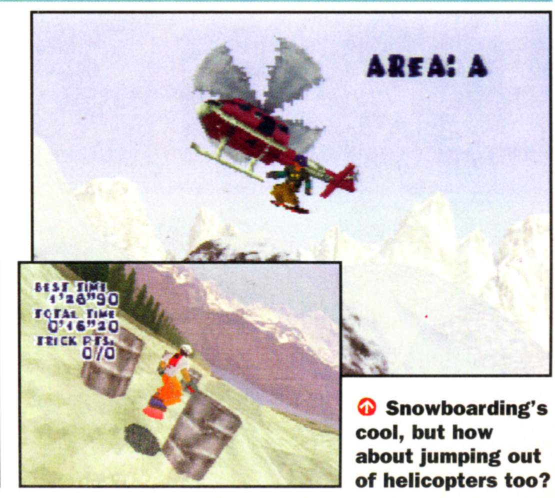
TREAD THE BOARDS

At the start of the game there are four available boarders to choose from. Each has a different style and attitude. The riders are a mixed bunch indeed, with young and old, male and female all represented. Smash a previous best time or get a high trick score and more boarders become available. And there's lots more secrets available after this lot that we're just not going to tell you about yet. The controls for *Steep Slope* are quite different for a game of this type. Moving the D-pad shifts your weight and changes direction, and you can pull off tighter turns by jamming down the shoulder buttons. This method allows you to come up with the kind of cool combos you need to pull off point-scoring tricks.

IT AIN'T DOWNHILL FROM HERE

The game features seven very different courses and locations to play around in. Four of the mountain slopes are collectively called the Extreme courses. Here the idea is to get down the course with either the fastest possible time or the highest trick score, or a combination of the two. There's also an Alpine stage which is like a downhill competitive event. Here you must successfully pass gates that are positioned along the course. For every gate you miss, a second is added to your time. Snow Board Park is where to go if you just like to perform tricks at a more laid-back pace. Finally, there's the Half Pipe, yet another cool area, where you can just drop in, get air and do cool tricks.





Snowboarding's cool, but how about jumping out of helicopters too?



SOILED SONY SHORTS

This game has quite a few fans in the office at the moment. The freedom it offers is closer to the real thing than *Cool Boarders*. We'll be giving you the full reviews of both next month.

FIGHTS BACK WHEN CORNERED



A LONG, DIFFICULT MEETING. Then a 200-mile journey over treacherous mountain roads. Life can be stressful for a top international executive, but that's not your problem. You're a car thief working for the Mafia and you need to rip off his car for a crime mission.

Of course, stealing cars and shooting people creates innocent victims.

Anyway, if the highly-engineered saloon stolen from this advertisement is not your cup of tea, Grand Theft Auto offers you over 30 different vehicles to steal, each with its own handling characteristics, including sports cars, buses, garbage trucks and motorbikes.

In headrush-inducing top-down perspective you race through three different cities, each with its own massive and unique road system and local landmarks.

Your Mafia bosses will require you to commit numerous tasks along the way.

But for this much adrenaline, it's criminal not to.











TWELVE GAMES OF CHRISTMAS

er... actually there's only nine.

Words: Alex Huhtala
Pictures: Mike Harding

Buckaroo and Formula One? Twister and Tekken? Time Crisis and brussel sprouts?!! It can only be CVG's Plan X-mas – to trick your decrepit relatives into playing videogames...

Yay, it's Christmas finally. All the shops are closed, and you've done the traditional last minute dash to buy presents for relatives you only see once a year. All that's on TV is Noel Edmonds and some movies you've seen a hundred times already. What you really need is excitement. Something to get the adrenalin going. An excuse to get the family and friends onto the console for some madcap antics. The collective minds that bring you CVG have been in this situation many times before. We know the score, and more importantly know how to throw a good party. Forget Musical Chairs and Pin The Tail On The Donkey. Wake up your granny, and prepare for CVG's guide to the ultimate Party Games.

NO.1 DO YOU EAT YOUR GREENS?

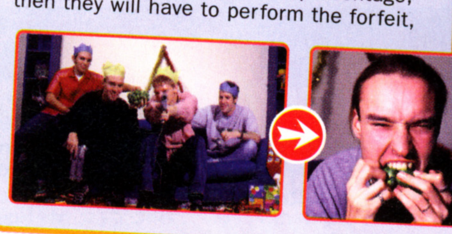
TIME CRISIS
BRUSSELS SPROUT ROULETTE

This is an accuracy test, with a rather nasty forfeit for those that don't make the grade. Depending on your aptitude there are three difficulty levels – easy, good and hardcore. Easy is for those that never play games, while hardcore is for the sort of people that eat,drink and sleep games.

The game is played in any mode. With each player shooting as best as they can until the end of the first stage, and the accuracy percentage is given. If a player does not reach the specified percentage, then they will have to perform the forfeit, and eat a raw Brussel sprout!

Easy – get over 20% accuracy
Good – get over 40% accuracy
Hardcore – get over 70% accuracy

These percentages should be adjusted to accommodate the people who are playing – you don't want to have to eat the sprout on every round or you'll puke.







FORMULA 1 '97 BUCKAROO!

NO.2 GENTLEMEN START YOUR DONKEY!

You know those people that sway around, and start getting dangerous with their elbows when they play a racing game? Well this event is for them. Players take it in turns to drive a car and see how long they can survive. This game involves some real audience participation, because it's up to everyone else to put the driver off. Ideally feathers, or feather dusters should be used to tickle the driver. Once they're in a really agitated state, the game begins proper.

Two coat hangers are attached to the driver's elbows. Each player then takes it in turn to hang folded strips of paper on the coat hangers. Players who aren't hanging their strip of paper must carry on tickling the driver. Should the driver 'buck' and the paper strips be scattered, then the player who attached their strip last, loses. The driver must then pause the game, and a note made of how long they survived. The loser must then perform a preselected forfeit. Each player gets a turn as the driver. With the overall winner being the driver that survived the longest.

To put a further spin on the game. You must race around the chosen circuit in reverse. Hold down to get the rear view, then turn the car around, and race the circuit in the correct direction.



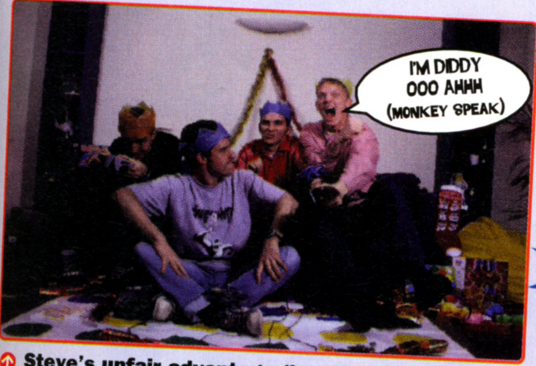


DIDDY KONG PYCAT RACING

NO.3 RORY BREMNER'S NOT INVITED

At the character select screen make a mental note of your characters catch phrase. For example Diddy Kong goes 'I'm Diddy ooh-aah' and Banjo says 'I'm Banjo uhh-huh'. Now have a race. Whoever is leading must say their catch phrase, and perform their characters sounds. If they stay in first place for more than ten seconds, they must continuously repeat the catch phrase. As soon as another player takes the lead they must perform their catch phrase, and so on. For extra hilarity players should dress up as their chosen character.

This may not sound like a great way of playing, but after a few tizers and sherbets it can get really funny.



Steve's unfair advantage (he did the review of Diddy last month) annoys the rest of the party.



It takes some super-human teamwork to make the boy Key eat the whole bag of sprouts.

VISUALLY IMPAIRED V-RALLY XMAS CHAMPIONSHIP RALLY

NO.4 OOH IS THAT THE HANDBRAKE?

Here's how to have a four-player game on *V Rally*. A pair of players team up with one elected driver, the other navigator. The driver must be blind-folded, and the navigator must successfully direct their partner around the track, by shouting out when to turn and brake, etc. Race a championship, with the driver and navigator swapping places after each race. This is a great way to get extra amusement out of any racing game.









INTERNATIONAL SUPERSTAR SOCCER 64 1/3

NO.5 TURN ON HALF A SIXPENCE

Instead of holding the pad the normal way up, turn it so the prongs are facing away, making the direction controls completely opposite. Now have a tournament. Of course this can be done with any football game, but why have cotton, when you can have silk?

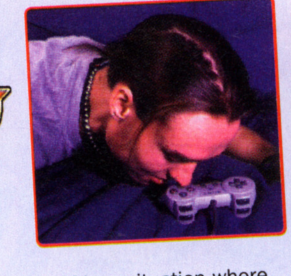






THREE-LEGGED TRACK & FIELD

NO.6 WHO WILL BE THE NEW ROLF HARRIS?







Everyone knows this is a brilliant multi-player experience, but we know a way to make the game even more fun. Play the game as you would normally, only with the addition of some new rules. First-off you are not allowed to use your fingers, hands or arms to press the buttons on the pad. However, any other part of the body is allowed. Toes are recommended, but for the more ambitious try using your nose for a real challenge.

If you find yourself in a situation where there are more than four people who want to play the game at a time, we recommend what we like to call a three-legged race. Here players team up, with a maximum number of four teams of two. The teams then operate their pad together, each pressing a single button. If you're feeling particularly cruel you can join together the index fingers of both players with an elastic band, or piece of string.



The nose, elbow and smelly foot are all legitimate control methods here. Piercing may improve performance.

NO.7 EVERYBODY (BACKDOOR'S BACK)

actua SHOCKER 2

Liven up football games by switching the formation of your teams completely. Play Goalies in attack, defenders in midfield, midfield and forwards in defence, and your star striker in goal. It may sound dumb, but it can make some games a lot more exciting.









NO.8 IT'S PARAPPA WITHOUT THE MUSIC.

TEKKEN Twister

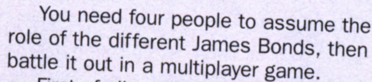
We've called this game *Tekken* Twister, but it works with any fighting game. So we've chosen to play the awesome *Fighters Megamix* using the same rules instead. You'll need two teams of three to partake in the ultimate battle mode. Start a normal battle mode with each team selecting their characters. Now the real fun begins. Each team of three has control of one pad, with each player controlling buttons A, B and C respectively. Player A also controls the D-pad. While whoever is using C, can also operate the shoulder button. When battles commence, each team must shout out combos and commands to give them a chance of winning. Alternatively, teams just bashing the buttons should produce some bizarre results.



GOLDENEYE



NO.9 'THE GAME'S BOND!' 'AND I'M BOND!' 'ME TOO!'



You need four people to assume the role of the different James Bonds, then battle it out in a multiplayer game.

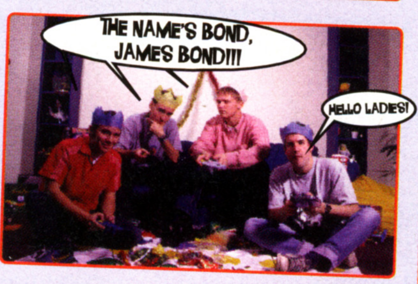
First of all you'll need four straws of varying length to decide who is which Bond. Argue amongst yourselves to decide who was the best Bond, down to worst. You'll probably find yourself eliminating George Lazenby or Timothy Dalton out of the game, as we can only accommodate four Bonds. The current running order of Bonds here at CVG are (in reverse order); Timothy Dalton, George Lazenby, Roger Moore, Pierce Brosnan and Sean Connery. The short straw gets to play as the elected weakest Bond and so on.

When the game begins you must remember these simple rules - each Bond can only use specified weapons, which are as follows. The worst has to use the Hand Chop, third can only use the Walther PPK, the second best is allowed the Silenced Machine Gun and the best Bond has the power of the Moonraker Laser. Play until there's only one Bond left standing.

If the Bond with the Moonraker Laser defeats everyone,everything went against our plan. If a lesser Bond defeats a higher Bond, the higher Bond must perform a forfeit. To add extra excitement players must perform impressions of their selected Bond, adding a quip when killing another player is extra stylish. At the end of each game the straws are drawn again, so everyone gets to be the different Bonds.





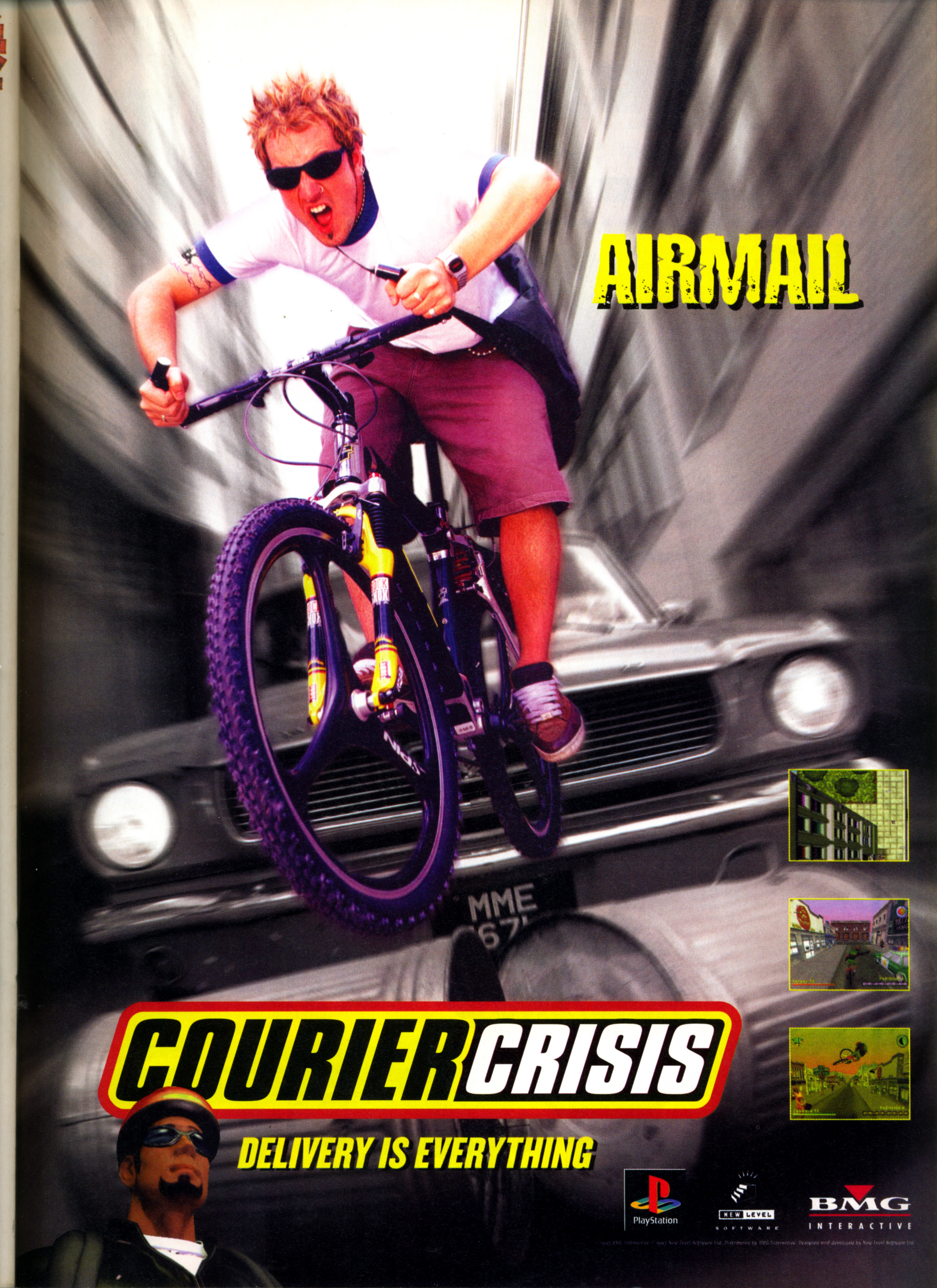




THE GAME IS NEVER OVER

Those are our favourite games to play at the moment, but we know there are loads more out there just waiting to be invented. Instead of retiring your old games to the bottom of your 'played that a million times' pile, try thinking up new ways to play them. You may be surprised to discover a completely new game. Of course these games aren't restricted to the originals that we've selected here. Try playing *Sega Rally* Buckaroo for instance, or a *Quake* Battle of the Bonds. The choice is yours. If anyone thinks they've come up with an original way to play a chosen game, please send us in your suggestion. if we like it enough, we might just put it to the test.




AIRMAIL
COURIER CRISIS
DELIVERY IS EVERYTHING
PlayStation
NEW LEVEL
SOFTWARE
BMG
INTERACTIVE
© 1997 BMG Interactive © 1997 New Level Software Ltd. Distributed by BMG Interactive. Designed and developed by New Level Software Ltd



FREE STUFF

WORTH £129

WORTH £29

FIVE ERAZER LIGHT GUNS

The Erazer is certainly one of the coolest looking light guns around, and it's even got a rapid recoil feature! It's compatible with both Saturn and PlayStation games, so if you want one, just answer this question: **WHAT KIND OF ANIMALS PULL SANTA'S SLEIGH?**

SONY PLAYSTATION

If you don't have a PlayStation, you're going to miss out on some of the hottest games of the year, *Final Fantasy VII* being one of them. You don't need to shell out over £100 to get one – just answer this question: **WHAT DOES THE SONG SAY TO DECK THE HALLS WITH?**

WORTH £24

WORTH £99

NINTENDO 64

Currently the most powerful games console available, the Nintendo 64 has some fantastic games that you can't afford to miss out on. To win yourself the machine just answer this question: **WHAT TYPE OF BIRD WAS IN A PEAR TREE?**

PC POWERPAD PRO

The Powerpad Pro has everything you could need in a PC controller – an analogue stick, a D-pad, a throttle control and loads of buttons. To win one for nothing, answer this question: **WHICH OF SANTA'S REINDEER HAS A BRIGHT RED NOSE?**



Why have a Merry Christmas when you could have a gun-toting, cliff-top racing, bitch-fighting Christmas? How? By winning hundreds of pounds of games gear right here!

TOP GEAR WHEEL

WORTH £69

We gave the excellent Logic 3 Top Gear steering wheel a score of five-out-of-five in last issue's Buyers Guide. If you want to get one for free (and remember, it works on the Saturn, PlayStation or Nintendo 64) just answer this question: **HOW MANY LORDS WERE A-LEAPING?**

SEGA SATURN

If you want some of the greatest arcade games ever, in your own home, you need a Saturn. Simple as that. To win yourself one for nothing, simply answer this question: **WHAT WAS SEGA'S SPECIAL FREE CHRISTMAS GAME THAT WAS AVAILABLE LAST YEAR?**

WORTH £99

WORTH £49

HOW TO ENTER

To stand a chance of winning any of the goodies here, follow these simple instructions.
Put the name of the prize you're going for, plus the answer to the question on a postcard or sealed envelope. Feel free to go for each and every item here, and you can stick all your entries on the same postcard. Just go for it, win the lot! We'll be picking the winners out of a very big hat on **Friday 9th January 1998**, so make sure you've got your entries in well before then.

Send all entries to:

FREE STUFF 194, CVG, 37-39 Millharbour, The Isle Of Dogs, London, E14 9TZ

N64 ARCADE SHARK

The Nintendo 64 Arcade Shark is a big chunky stick which works with both analogue and digital Nintendo 64 games. To win one you just have to answer this question: **WHO DOES A TELEVISED SPEECH EVERY CHRISTMAS DAY?**



CHECKPOINT

The month's events and software releases at a glance. **Christmas**

This is where you can find out when the games you want for Christmas are due, and win yourself a free one. Put those in red on your Christmas list now!

Finally, after months and months of build-up, Christmas is here. Some of the biggest games of the year have been released, and the buying frenzy has begun (for organised people, at least). But it doesn't all stop as soon as Christmas is over, oh no. *Panzer Dragoon Saga*; *Sim City 3000*; *Beast*; *Flight Unlimited 2*; *Banjo Kazooie*, and other big games will be on the shelves in January for you to spend your cash on. Have a nice holiday. Make the most of it – you'll be back to school/work within a few weeks! Ha ha!



THE CHRISTMAS PERIOD

Starts 25th December

The time of year where everyone stops working, or going to school, so they can play video games and eat lots of food. It's one of the best times for the games industry, as everyone gets their biggest releases out for the holidays. We recommend waking up on the 25th, watching Noel's Christmas Presents, eating a bag of chocolate coins, then settling down to play *Tomb Raider 2*, *Diddy Kong Racing*, *Quake 2* or *Duke Nukem 3D* all day. Merry Christmas, one and all!





Competitions are judged very soon after the magazine is on sale. Make sure you enter as quickly as possible to have a chance of winning!

PANZER DRAGOON SAGA

One of the coolest features of *Panzer Dragoon Saga* is being able to breed your dragon to be exactly as you want. You can then take your creation out into battle with you. To win a copy of the game on Saturn, we simply (and rather obviously) want you to design the ultimate dragon ride. Show us what it can do and our favourite will win the game. Mark your entries: **PUFF THE MAGIC DRAGOON**

GRAND THEFT AUTO

In *Grand Theft Auto* your challenge is to become the most successful gangster in the whole city. As you know, to be a really frightening gangster you need a cool name that everyone is terrified of. Let us know what you'd call yourself if you were top dog of your home town. The best name wins a copy of *GTA* for the PlayStation. Mark your entries: **MAKE ME WIN OR I'LL CUT YA!**

SENSIBLE WORLD OF SOCCER 2000

To win a copy of *Sensible World Of Soccer 2000* on the PC we want you to tell us what football will be like in the year 3000. What will have changed? What will the rules be? What will the stadiums look like? How many different away kits will Manchester United have? Explain it as briefly as possible, and include a picture to make it clear to us. Mark your entries: **WHO'S THE ROBOT IN THE BLACK?**

Send entries as soon as possible to:

CHECKPOINT #193 FREEBIES, COMPUTER AND VIDEO GAMES, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TZ

KEY: Red Ask Santa for these games! Blue Tell Santa to burn these!

GAME NAME	COMPANY	FORMAT
1st December	•	•
Diddy Kong Racing	Nintendo	Nintendo 64
5th December	•	•
Power Soccer 2	Psygnosis	PlayStation
Buggy	Gremlin	PlayStation
Cardynal Syn	Sony	PlayStation
Crash Bandicoot 2	Sony	PlayStation
EA Cricket 97: Ashes Tour Edition	EA	PC CD-ROM
FIFA Soccer Manager 1.1	EA	PC CD-ROM
Hedz	Hasbro Interactive	PC CD-ROM
Manx TT	Psygnosis	PC CD-ROM (MMX, 3Dfx)
Premier Manager 98	Gremlin	PlayStation
Queen The Eye	EA	PC CD-ROM
Quake 2	Activision	PC CD-ROM
Riven: Myst 2	Acclaim	PlayStation
Sensible World Of Soccer 2000	GT Interactive	PC CD-ROM
WCW Nitro	THQ	PlayStation
Wing Commander Prophesy	EA	PC CD-ROM
12th December	•	•
Beastorizor	Sony	PlayStation
F-22 ADF	Ocean	PC CD-ROM
Jersey Devil	Ocean	PlayStation
Madden N64	EA	Nintendo 64
Match Day 3	Ocean	PlayStation
Mischief Makers	Nintendo	Nintendo 64
Red Baron 2	CUC Software	PC CD-ROM
Robotron 64	GT Interactive	Nintendo 64
Sierra Pro Pilot	CUC Software	PC CD-ROM
Spice World	SCEE	PlayStation
StarCraft	CUC Software	PC CD-ROM
Steel Reign	Sony	PlayStation
Supersonic Racers IIXS	Mindscape	PlayStation
Test Drive 4	EA	PC CD-ROM
Theme Hospital & Sim City 2000	EA	PC CD-ROM
19th December	•	•
Croc	EA	PC CD-ROM
Screamer 2	Virgin	PlayStation
26th December	•	•
Road To The World Cup: FIFA 98	EA	Nintendo 64
December (No set release)	•	•
MIG Alley	Empire Interactive	PC CD-ROM
Tomb Raider 2: Mission Disk	Eidos	PC CD-ROM
Warhammer 2: Dark Omen	Mindscape	PC CD-ROM
War Of The Worlds	GT Interactive	PC CD-ROM

GAME NAME	COMPANY	FORMAT
9th January	•	•
F1 Powerboats	Interplay	PC CD-ROM
San Francisco Rush	GT Interactive	PlayStation, Nintendo 64
Shadow Master	Psygnosis	PC CD-ROM
16th January	•	•
Actua Ice Hockey	Gremlin	PlayStation
Batman & Robin	Acclaim	PlayStation
Blasto	Sony	PlayStation
Beast	Virgin	PlayStation
Broken Helix	Konami	PlayStation
Conker's Quest	Nintendo	Nintendo 64
Conquest Earth	Eidos	PlayStation
Constructor	Acclaim	PlayStation
Fighter Squadron: Screamin Demon	Activision	PC CD-ROM
Forsaken	Acclaim	PlayStation, Nintendo 64
Myth – The Fallen Lords	Eidos	PC CD-ROM
Ridge Racer Revolution: Platinum	Namco	PlayStation
Ultimate Soccer Manager 98	CUC Software	Win 95 CD
23rd January	•	•
Flight Unlimited 2	Eidos	PC CD-ROM
Gex 2	BMG	PlayStation
Nightmare Creatures	Activision	PlayStation
Theme Hospital	EA	PlayStation
UEFA Soccer	Ocean	PlayStation
Viper	Ocean	PlayStation
WCW Vs NWO	THQ	Nintendo 64
30th January	•	•
Apocalypse	Activision	PlayStation
Banjo Kazooie	Nintendo	Nintendo 64
NHL: Open Ice	GT Interactive	Nintendo 64
Rascal	Psygnosis	PlayStation
Road Rash: New Generation	EA	PlayStation
January (No set release)	•	•
CART Precision Racing	Microsoft	PC CD-ROM
Championship Manager All Stars	Eidos	PC CD-ROM
Command & Conquer Sole Survivor	Virgin	PC CD-ROM
Sim City 3000	EA	PC CD-ROM
Star Trek Pinball	Interplay	PC CD-ROM
X-Files – Unrestricted Access	EA	PC CD-ROM

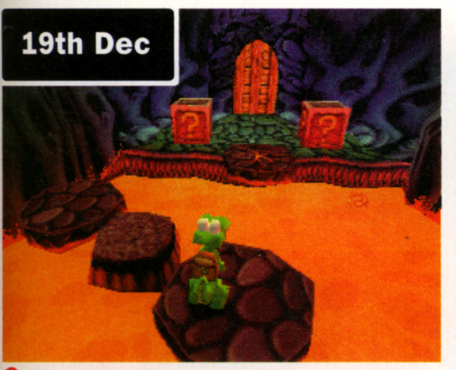
5th Dec

Quake 2: The sequel to one of the best games of all-time. There's no doubt that this is going to be one of the biggest sellers this Christmas. Don't miss out on it!

1st Dec

Diddy Kong Racing: The best racing game on the Nintendo 64! This should already be out by now, so if you haven't already got it – get down that shop right now!

19th Dec



Croc: Now PC owners get to find out what *Super Mario 64* is like. Except it's quite a lot better than *Croc*.

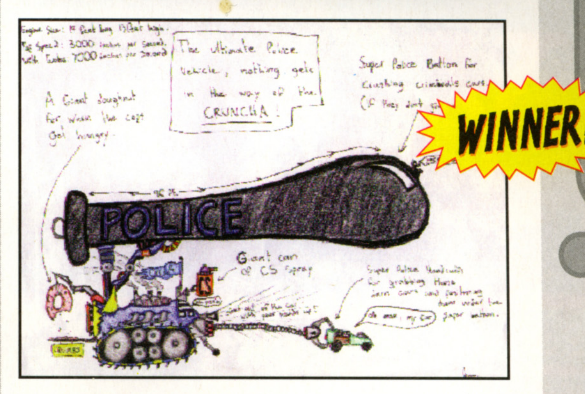
16th Jan



Myth: It's packed with loads of blood and guts, and plays very well too. This could turn out to be a ver y tasty strategy game!

HO HO HO!

Early Christmas presents for the winners of Checkpoint 192's competitions.



G-POLICE

We wanted you to design the best police vehicle ever – the ultimate criminal-catching machine. The winner of *G-Police* for the PlayStation is **Nicolas Gunn from Bath** for inventing The Cruncha! It's armed with a 90ft long truncheon, CS spray, super police handcuffs and a giant doughnut on the back.

DUKE NUKEM 3D



We asked you to invent a new catchphrase for Duke to mumble when playing the game. Our favourite ones were by **Gilbert Taylor**, who didn't include his address. We'll let it go just this once – tell us what you want Gilbert. His best phrases were "Die mother bitches" and "I gonna rip off your head, shove it up your ass, and pump your neck full of lead". Great.



HEXEN 2

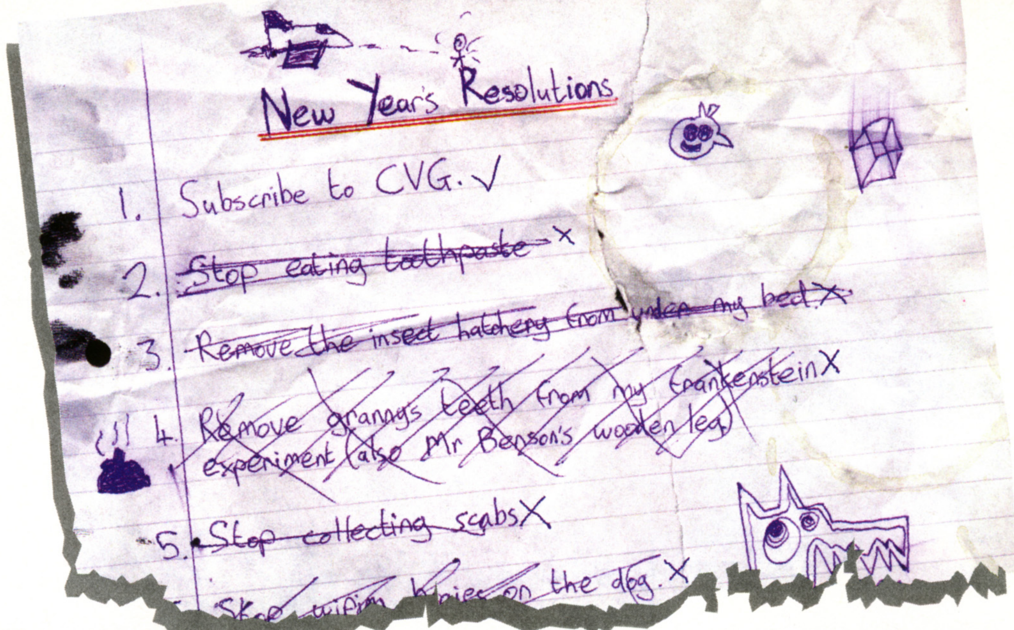
To win the fantastic *Hexen 2* on PC you had to design a spell that a member of the CVG team could do on the others. In the end we decided that the winner was this one from **Christopher Resse from Ormskirk**. It shows Jaime Smith's amazing magic which makes everyone 70 years older!

THE TWO KINGS

At Christmas time, spare a thought for those less fortunate than yourself. Like Doug and Darren from HMV, the poor men who supply us with this release schedule (HMV and CVG aren't responsible if a game doesn't meet its release date – bug the games companies instead) and spend years of their lives being hassled about competition prizes. Thank you. Merry Christmas.



There's one New Years Resolution that's *easy* to keep



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12 ISSUES FOR THE PRICE OF 9!

SUBSCRIPTIONS



FREEPLAY

BEAST MASTERS INVADE JAPAN!

HOTTEST TOY STORY IN THE LAND OF THE RISING SUN!

Transformer Beast Masters are currently the top selling toy in Japan. For the bulk of you this will mean nothing, but just think back to the days of the original Transformers, Optimus Prime and the Decepticons and you'll be on the right tracks. Why are we telling you all this? Well, that's because these toys are the stars of a new show in Japan.

In order to market the toys, Takara have created a 100% CG animated Science Fiction adventure series. It's shown every week for about thirty minutes and is the first fully CG animated series ever shown in Japan. To top it all off, Takara are making a PlayStation game of the series at this very moment. It made its long awaited Japanese debut at the recent PlayStation club festival.





The story behind the series goes something like this. Two rival groups of robots are at war with each other, and as the battles get worse, each of the robots ships suffer critical damage and crash on a primitive planet. In order to adapt to the planet's environment each robot scans the surrounding environment and takes the form of whatever animal he finds.

The robots can transform between their metallic and animal form but when they are weakened they must return to animal guise. At the start the evil team consists of a T-Rex (leader), Pterandon, Scorpion, Wasp and Spider. The good team consists of a Gorilla (leader), Velociraptor, Rhino, Cheetah and a Mouse, and as the series continues new robots join the teams.

We reckon these toys are quite frankly awesome. Nothing else even comes close to matching the amount of moving parts and detail on the machines. The bad news though is that they are not currently available here, so the only way you're going to be able to see them is in our Gizmo Palace on pages 12 and 13. However, if you fancy getting your voices heard and these toys in the shops, give Hasbro a ring and say you think it would be brilliant if they released them. The number is 0181 569 1234. Make yourselves known readers!

MORNING, MORNING. RUMOURS, GOSSIP, STORIES. *

• The head of Sony's R&D department has left the company to work on a top secret new machine from VM Labs. With all sorts of other rumours floating around about how it will wipe the floor with the N64. The deal already has a major, yet unknown manufacturer behind it, so this could prove to be a significant move to bring a fourth console into the market.

• 3Dfx have confirmed that a new 3D graphics card will be available for the PC sooner than we think. A few boring stats say that the new card can run 180 million pixels a second, and has a 4.3 Gigabytes per second memory bandwidth. If that gets you stirring…

• Good news for all CVG readers is that a British university has discovered that playing games could be good for your health. The study showed that a short spell on games like *Quake* produces antibodies that help reduce stress.

• EA are rumoured to be buying out Activision! With neither party giving away any clues at the moment, this could be nothing more then hot air. But with certain parties indicating that EA were thinking about taking down the For Sale sign at Virgin it seems that there could well be another addition to the bulging EA ranks.

• The first one is not even out yet, but rumours are already starting to appear about *Daikatana 2*! Don't expect any details for a long time yet.

• Work is now well underway on the *Final Fantasy* movie. None of the characters from the previous games will appear in the rendered movie, but will still feature the heavy Sci-Fi aspect from previous versions. Staff members include former Disney animators, an art director from Fifth Element and even the CG director from none other than Namco, who worked on the opening sequences from *Soul Blade* and *Tekken 2*.

• Lovely Lara Croft seems to be everywhere at the moment! With a movie in the pipeline, she'll also be starring in a new TV series on MTV to begin this summer. The strange news is that it doesn't appear to be a *Tomb Raider* show!

• Having played the 90% complete version of *Res Evil 2*, it seems as though the game is being set up perfectly for a third game! Loose ends are being left to give you cliffhangers before the next one appears.

• On the Sega front, it appears that *Scud Race* will not be appearing on the new machine and neither will *House of the Dead*. Instead, *HOTD* WILL be coming out on the Saturn and we've already seen a very early version. The good news is, that the converters Tantalus look as though they are doing a very good job! Going back to the new machine though, it has been confirmed that *Daytona 2* will be one of the first titles for it.

*© CVG Sandwich man, 1997.

READERS MOST WANTED CHART

With a couple of the biggest games of the year now out, your attentions have turned to this month's cover story–

1	RESIDENT EVIL 2	PS/SAT
2	TEKKEN 3	PS
3	ZELDA 64	N64
4	HOUSE OF THE DEAD	SAT
5	QUAKE 2	PC
6	GRAN TURISMO	PS
7	VF3	SAT
8	F-ZERO 64	N64
9	X-MEN VS SF	PS/SAT
10	SHINING FORCE 3	SAT

Some of the games that just failed to make it into the top ten this month were virtually every sort of *Marvel* and *Streetfighter* games you could think of and even *Time Crisis 64* picked up a few votes. *VF3* seems to have slipped a bit in your most anticipated, but *Gran Turismo* is a surprise entry. On a more humourous note, someone wanted Ed Lomas to be on the 'Tizer Refresh Your head' bit at the end of the Chart Show (why??) and quite a few of you wanted cheaper N64 games. They've bought them down once, but it's not enough eh! We're still getting votes for *Final Fantasy* even though it's been out for almost a month now! But at the end of the day, *Res Evil 2* stole it and by quite a margin. Needless to say, with the Japanese release looming, gore fever is hotting up!

Contents

computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**CHAMP MAN 2 '97-98**	**PC CD-ROM**	**EIDOS**
2	2	G-POLICE	PLAYSTATION	PSYGNOSIS
3	1	CROC	PLAYSTATION	EA
4	3	LYLAT WARS	NINTENDO 64	THE GAMES
5	5	AGE OF EMPIRES	PC CD-ROM	MICROSOFT
6	NE	EXTREME G	NINTENDO 64	ACCLAIM
7	13	MARIO KART 64	NINTENDO 64	THE GAMES
8	4	JEDI KNIGHT	PC CD-ROM	VIRGIN
9	6	C&C: AFTERMATH	PC CD-ROM	VIRGIN
10	7	V-RALLY	PLAYSTATION	OCEAN
11	17	SUPER MARIO 64	NINTENDO 64	THE GAMES
12	10	ACE COMBAT 2	PLAYSTATION	NAMCO
13	NE	RIVEN: MYST 2	PC CD-ROM	BRODERBUND
14	8	TRACK & FIELD: PLATINUM	PLAYSTATION	KONAMI
15	9	ABE'S ODDYSEE: ODDWORLD	PLAYSTATION	GT
16	12	QUAKE: REPLAY	PC CD-ROM	GT
17	11	NUCLEAR STRIKE	PLAYSTATION	EA
18	RE	ISS PRO	PLAYSTATION	KONAMI
19	RE	ALIEN TRILOGY: PLATINUM	PLAYSTATION	ACCLAIM
20	14	RAYMAN: PLATINUM	PLAYSTATION	UBI-SOFT

JAPANESE MULTI-FORMAT SALES TOP 10

1	**DEAD OR ALIVE**	**SATURN**
2	POCKET MONSTERS	GAME BOY
3	EVERYBODIES GOLF	PLAYSTATION
4	FRONT MISSION SECOND	PLAYSTATION
5	FFVII: INTERNATIONAL	PLAYSTATION
6	BIOHAZARD: DIRECTORS CUT	PLAYSTATION
7	MOONLIGHT SYNDROME	PLAYSTATION
8	BREATH OF FIRE 3	PLAYSTATION
9	REAL POWER PRO BASEBALL	PLAYSTATION
10	MONSTER FARM	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	**RES EVIL: DIRECTORS CUT**	**PLAYSTATION**
2	CASTLEVANIA	PLAYSTATION
3	FINAL FANTASY VII	PLAYSTATION
4	GOLDENEYE 007	NINTENDO 64
5	NFL GAMEDAY	PLAYSTATION
6	NHL '98	PLAYSTATION
7	NASCAR '98	PLAYSTATION
8	MARVEL SUPER HEROES	PLAYSTATION
9	TOP GEAR RALLY	NINTENDO 64
10	MK MYTHOLOGIES	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1	QUAKE	PC CD-ROM
2	DUKE NUKEM 3D	SAT/PLAY/N64
3	ACTUA SOCCER 2	PLAYSTATION/PC
4	DIDDY KONG RACING	NINTENDO 64
5	ULTIMA ONLINE	PC CD-ROM

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	QUAKE	SEGA
2	DUKE NUKEM 3D	SEGA
3	SONIC R	SEGA
4	RESIDENT EVIL	SEGA
5	MARVEL SUPER HEROES	VIRGIN

SATURN IMPORT TOP 5

1	SHINING FORCE 3	SEGA
2	BURNING RANGER	SEGA
3	PANZER DRAGOON RPG	SEGA
4	GRANDIA	GAME ARTS
5	BOMBERMAN FIGHT	HUDSON

PLAYSTATION U.K. TOP 5

1	FINAL FANTASY VII	SONY
2	TOMB RAIDER 2	EIDOS
3	BREATH OF FIRE 3	OCEAN
4	TOCA TOURING CAR	CODEMASTERS
5	TIME CRISIS	SONY

PLAYSTATION IMPORT TOP 5

1	PARASITE EVE	SQUARE
2	KRONOA	NAMCO
3	GRAN TURISMO	SONY
4	CHOCOBO'S DUNGEON	SQUARE
5	J-LEAGUE 3	KONAMI

PC TOP 5

1	BLADE RUNNER	VIRGIN
2	ULTIMA ON-LINE	EA
3	TOMB RAIDER 2	EIDOS
4	QUAKE 2	ACTIVISION
5	ACTUA SOCCER 2	GREMLIN

NINTENDO 64 TOP 5

1	GOLDENEYE	THE GAMES
2	DIDDY KONG RACING	THE GAMES
3	ISS 64	KONAMI
4	LYLAT WARS	THE GAMES
5	MARIO 64	THE GAMES

NINTENDO 64 IMPORT TOP 3

1	BOMBERMAN 64	HUDSON
2	TOP GEAR RALLY	GT
3	NAGANO OLYMPICS	KONAMI

16 BIT TOP 3

1	SONIC 3	MEGADRIVE
2	SUPER GHOULS AND GHOSTS	SNES
3	ZELDA 3	SNES

ARCADE TOP 5

1	SF3: SECOND IMPACT	CAPCOM
2	MORTAL KOMABT 4	MIDWAY
3	SUPER GEM FIGHTER	CAPCOM
4	KING OF FIGHTERS '98	SNK
5	TOP SKATER	AM3

15 LAMEST VIDEO GAMES CHARACTERS OF ALL TIME

1 MR MEAT (FIGHTERS MEGAMIX)
2 CHEESY THE MOUSE
3 SKUNNY
4 NOOB SAIBOT
5 THE OTTIFANTS
6 SAWADA (SF THE MOVIE)
7 MR BONES
8 GREEN DOG
9 ZOOL
10 THE OOZE
11 RAYMAN
12 VECTORMAN
13 JOHNNY BAZOOKATONE
14 WORMS

Dave Kelsall's Retro Computer Cabin

As this is the last month I'll be hosting 'The Cabin' (more about this later) I've compiled a slap dash guide to what I believe makes the ultimate retro collection. Games heaven or festering electronic waste of space – you decide!

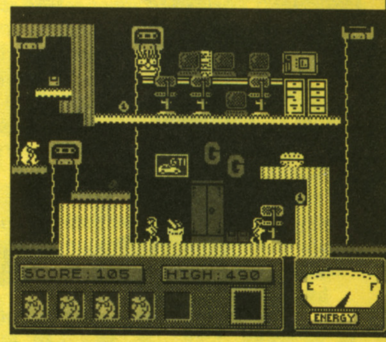
GOBLIN'S STOCKING FILLERS!

One of my all time favourite 'modern' games is *Christmas NiGHTS* by SEGA, which coincidentally is taped to the front of the latest issue of SEGA SATURN MAGAZINE. Buy it NOW! I've always been a big fan of a game with a nice bit of snow or the odd ice level and here's my seasonal top three to prove it.

1. MOLEY XMAS. Classic Monty mayhem given away free on YOUR SINCLAIR.

2. XMAS LEMMINGS. Another freebie for the Amiga saw our little chums dressed up as santa and a nice bit of snow on the logo.

3. THE NIGHT BEFORE XMAS. A very rare Mega Drive cart that puts you in Santa's boots as you bounce your way around a platform-filled winter wonderland. (I think!)



***MOLEY XMAS.* More monty magic from Gremlin Graphics.**



ZX81 ('81)
If you see one of these little beauties for a fiver down your local car boot sale snap it up, especially if it's in a good box. The silver papered printer is a classic as well. Just don't leave it on too long – they melt very easily!
BEST GAMES: 3D MONSTER MAZE



VCS ('81)
The machine that started it all off for most of us. Some of the later carts got quite sophisticated with people paying hundreds of pounds for rare promo carts (mad!!!).
BEST GAMES: SPACE INVADERS, COMBAT, MISSILE COMMAND, ASTEROIDS AND A FEW THOUSAND MORE.



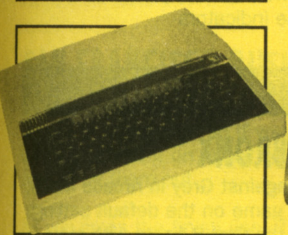
VIC 20 ('81)
Yuk! I've never been a great fan of the Vic-20. It was very expensive and came with only 3.5k of memory built in! Yet it amassed a pretty loyal following and a few half-decent games.
BEST GAMES: JELLY MONSTERS, GRIDRUNNER, ARCADIA, ALL SCOTT ADAMS ADVENTURES.



INTELLIVISION ('81)
Better than the VCS but not quite up to ColecoVision standards. Buy one with the excellent voice module for awesome computery style speech effects.
BEST GAMES: LOCK 'N' CHASE, B-17 BOMBER, BURGERTIME, DISCS OF TRON AND PAC MAN.



SPECTRUM ('82)
Sir Clive Sinclair's little rubber wonder won the hearts of millions of British gamers and spawned one of the largest and most original software libraries ever.
BEST GAMES: MANIC MINER, JET SET WILLY, ALL ULTIMATE GAMES, 3D DEATHCHASE, SKOOL DAZE.



BBC B ('82)
Once THE educational computer that was later put to much better use as a late starting games machine.
BEST GAMES: ELITE is a must along with most of the Acornsoft titles including REVS, AVIATOR and SENTINEL (update coming out soon on the PC).



C64 ('82)
My favourite home computer ever! This follow up to the Vic-20 had unrivaled graphics and sound with one of the biggest software collections of all time. Don't forget the tape deck!
BEST GAMES: All Jeff Minter, Epyx and LucasArts games, IMPOSSIBLE MISSION, PARADROID, BEACH HEAD II etc...



COLECOVISION ('83)
A dream console that wowed punters both sides of the water. Get hold of one with a VCS convertor and the dinky steering wheel for some hard core retro console action.
BEST GAMES: HERO, MR.DO'S CASTLE, GYRUS, ZAXXON, ANTARCTIC ADVENTURE, TAPPER.



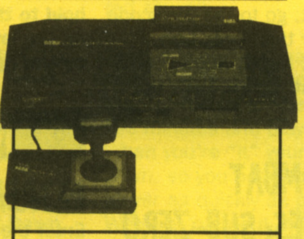
VECTREX ('83)
Don't hesitate to buy this awesome all-in-one home console. They have been known to change hands for up to £400. The vector graphics are pure style!
BEST GAMES: ARMOUR ATTACK, MINE STORM, COSMIC CHASM, WEB WARS... actually ALL of them!



AMSTRAD CPC 464 ('84)
Love 'em or loath 'em, Alan Sugar's Amstrad was a cheap all-in-one alternative to other 8-bits. Pick up the whole system including colour monitor for £15 at a boot fair near you!
BEST GAMES: HEAD OVER HEALS, ARKANOID and hoards of other Spectrum conversions.



NES ('85)
Nintendo's little 8-bit has only recently been discontinued. Look out for the complete gamers kit including Rob the robot and zapper gun
BEST GAMES: MARBLE MADNESS, SHAKE RATTLE AND ROLL, ALL MARIO BROS, STAR WARS, ZELDA.



MASTER SYSTEM ('85)
SEGA's first triumph in Europe came with this 8-bit wonder. Two versions were released but I always preferred the original with built-in *ALEX KIDD* game. Look out for the 3D glasses as well. They're ace.
BEST GAMES: FANTASY ZONE I,II,II, PACMANIA, and all game 'cards' are worth getting.



KONIX ('89)
A dream machine with high-res graphics, 25 channel sound, 4,096 colours and an ingenious controller that could be reconfigured depending on the type of game you were playing! Unfortunately it was never released and has become the holy grail of consoles.



AND ITS GOODBYE FROM HIM.

Well, its all change next month as I hang up my Quickshot 2 and hand over the Cabin to Keith Ainsworth of Retrogamer Fanzine. Keith is a massive retro fan and knows more about old computery stuff than anyone in the country. So you're in safe hands (at last!)

Over the couple of years CVG has run the Cabin I've noticed a massive increase in the demand for old stuff. The internet is full of arcade and computer emulators with retro re-releases and updates coming thick and fast from all the major industry players. Original hardware and games are getting more expensive and difficult to find. (Car boot fairs are still your best bet).

In other words – retro is here to stay!

So keep on collecting and have fun!

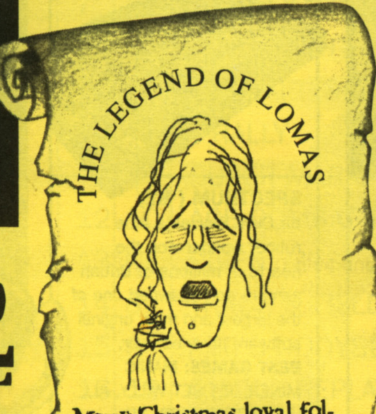
Dave Kelsall

CABIN FREEPLAY CLASSIFIED

P.C.B.'S, JUKE BOXES AND ARCADE CABINETS. SIMON GREEN ON 0973 720312 OR 0973 721115 FOR MORE DETAILS.

RETROGAMER (NO.12) IS OUT NOW! INCLUDED THIS ISSUE IS THE SEGA MASTER SYSTEM AND THE CHANCE TO WIN A VIRTUAL BOY. AVAILABLE FROM KEITH AINSWORTH, 52 KINGFILED ROAD, ORRELL PARK, LIVERPOOL, L9 3AW. PRICE £1.50.





SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:





37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON E14 9TZ

You can now also send any tips or guides to this Email address. But please, don't just give us a load you've ripped off other magazine or the internet. We could do that ourselves if we wanted to, if our network cables hadn't all been nibbled to bits by darned mice.

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

CRASH BANDICOOT 2

To get hold of 10 extra lives for nothing, go to the second warp room and jump up and down on the barking bear repeatedly. Eventually 10 lives will appear, but you can only do this once.

NUCLEAR STRIKE

Use these passwords to play on the various levels and access a few hidden features.

Island	**CUTTHROATS**
Peace	**COUNTDOWN**
2nd Peace	**PLUTONIUM**
DMZ	**PUSAN**
Fortress	**ARMAGEDDON**
E3 Demo	**LIGHTNING**
Future Strike	
Commercial	**COMMERCIAL**

FORMULA 1 '97

Abdul Quaim (qualum@rocket-mail.com) among others wrote in about *Formula 1 97*'s cheat modes. You need to enter these codes as your driver and team name in Grand Prix mode.

Virtual mode
VIRTUALLY
VIRTUAL

Floating ship mode
PI
MAN

Four new tracks
BILLY
BONUS

Overhead camera
ZOOM
LENS

ODDWORLD: ABE'S ODDYSEE

For a level select (we REALLY recommend you avoid using these cheats until you've finished the game properly yourself) **go to the main menu and hold R1. Now press Down, Right, Left, Right, Square, Circle, Square, Triangle, Circle, Square, Right, Left.**

To be able to watch any of the rendered sequences in the game, **go to the main menu and hold R1. Now press Up, Left, Right, Square, Circle, Triangle, Square, Right, Left, Up, Right.**

G-POLICE

To get all the weapons and infinite ammunition, go to the Weapons Loadout screen and hold **L1+L2+R1+Circle+Triangle+Square and press Left on the d-pad.**

Here are passwords for the various levels which have been sent in by loads of people.

2	**OLEFGLPI**
3	**WDZWTYQI**
4	**STXGIDEA**
5	**WZKVOFFA**
6	**GRXJTYGA**
7	**IMWGTDXI**
8	**YMPCUZYI**
9	**YWVFHNAJ**
10	**WNLUJSBJ**
11	**UGSIBPNA**
12	**QEJUXFDJ**
13	**UGWHVEQA**
14	**SFMEZGGJ**

CROC: LEGEND OF THE GOBBOS

For a level select, go to the passcode screen and enter this: **Left, Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right**

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

If you really have to play this game, use some cheats to get through it as quickly as possible.

NXCVSR	**Infinite potions**
GTTBHR	**1000 lives**
ZCHRRY	**Start on level 8.**

Press L1 if you die to fight Quan Chi, or L2 to fight Shinnok

GRVDTS	**View credits**



Perhaps before you go for a 'Peak Performance' you need some 'Peak Practice'. Nyuk! Nyuk!

PEAK PERFORMANCE

To get extra cars in 1 Player, Time Trial or Course Editor mode, first go to the car select menu. **Highlight Garage A then hold L1 and press Circle. Now go to Garage B and do the same. Finally, go to Garage C, hold L1+R1 and press Circle.**

To change the regular cars slightly, **go to the car select screen in 1 Player mode and highlight Garage A. Hold Circle and press X and it'll change one of the cars.** Do the same on each of the garages to change the others.

While in the Course Editor, hold the X buttons and press Triangle to get a white cone. Keep putting white cones on the course until you run out and start the race. All the cones should be footballs!

When looking at the cars in any garage, **hold L1 and press R1** to make the indicators

SATURN

LAST BRONX

To fight against Grey in Arcade Mode, play the game on the default settings and win the first 8 fights with more perfects than defeats. If you manage to do this, you'll fight Grey next.

To play as Redeye, finish Arcade Mode with Yoko on the default settings. You can now pick Redeye by highlighting Joe or Yusaku and pressing Up

To get the stupid weapons (fish, brooms, umbrellas, etc) complete the Basic Training Courses eight times. Then, **when selecting your character, hold to the side of them. If they are on the left, hold Left and if they're on the right, hold Right.**

NINTENDO 64

EXTREME-G

Enter these names to get loads of excellent cheat modes. If you can't get them working in lower case, try them in capitals.

xtreme	**Even faster than usual**
arsenal	**Free missiles**
nitroid	**Infinite turbos**
roller	**Play as a boulder**
ghostly	**Scenery is translucent**
fisheye	**Fisheye lens mode**
magnify	**Magnified mode**
antigrav	**Race upside-down**